

Nintendo's 32-bit  
Virtual Boy system...  
**REVEALED!**

OVER 20 PAGES OF SMOKIN' STRATEGIES!

# Game players

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## SEGA • NINTENDO *and MORE*

### BLOOD BATH!

Sega pushes video game  
violence to new limits with  
*Eternal Champions CD*  
First hands-on review!

NBA JAM  
Tournament  
Edition  
FIRST PICS  
INSIDE!

ULTIMATE  
REVIEWS

COSMIC CARNAGE 32X

PHANTASY STAR IV

WWF RAW

RISTAR



### SATURN & PS-X They're Out!

In Japan, at least. All the latest news! pg.11

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FEBRUARY 1995 Vol. 8 No. 2



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CALL  
the  
ONES  
fun!

**"ACME ANIMATION FACTORY"**  
TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway  
not missing mix- / So you

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**—it lets anyone create their own Looney Tunes cartoon adventures!

Source: at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

in an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the tools to design, paint and animate like a professional!

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes, and



color your creation any way you want, then add tiles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson Bugs Bunny refused to comment at this time. However, Tar did

I agree to issue the following statement, "Graaaaaarrrrrr ugh baaa boooooo!"



Then he ate  
my note pad  
5 **Acme**  
**animation**

**Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



**SOMETHING FUNNY'S GOING ON AROUND HERE**

The King  
... play the role

The Acme Animation Factory



**SUPER NINTENDO.**

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oh **YES...**  
more, **MÖRE!**  
faster,  
**FASTER,**



Tempest™



Virtua Racing™ Genesis



Gears of War™

**GENESIS 32X**

[ *What did you think we were  
talking about, you little degenerate!* ]

**F a s t**





## Welcome to GAME PLAYERS



After all the fuss last year about there being too much blood in video games, suddenly we're seeing games that overload on the stuff.

We figure *Eternal Champions* CD is the bloodiest game on the market — ever! Mind, with a 'Mature' rating, it shouldn't cause the same stink that *MKW* caused last year. See what you think on page 44.

Also this month, we've got a first look at Nintendo's 32-bit hand-held, the Virtual Boy (page 27). It seems as if you can't get away from all the new hardware! Remember to write and tell us whether you think the system will be a hit.

Finally, this is my last month as Editor of *Game Players*. Next issue Chris Slate will be taking over the helm. If you've got suggestions on how to make the magazine even better, drop a line to Chris at the usual address. In the meantime, thanks for your input, it makes us better. Now get on and read this damned fine magazine.

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **32X** in a rating box or title bar, for example, you know you're looking at a 32X game. **GEN** always refers to Genesis.

GENESIS

SNES

SEGA CD

GAME GEAR

GAME BOY

32X

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Hey, did you hear about... well, now you can read about it!

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Virtually original views of the newest games!

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Is this the machine of the future? Find out on page 27!

**Virtual Boy**

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Subscribe or die! So let it be written, so let it be done!

## Reader's Say

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**Pushing the Envelope 120** Our readers show that they're quick on the draw!

**Back Talk 121** Foolishness, football and farewell!

## MEET THE TEAM

We share our thoughts as we say goodbye to our Editor, Mark Higham.



**CHRIS** This is charge now! No more Mark! Nice Guy! I'm in control, I'm in control! Ha, ha, ha!



**JEFF** See ya, Mark. Here you got a hundred bucks I can borrow for a couple of days? I'll get it back to you!



**DOUG** It's gonna be kinda lonely around here, now that I'm the only real snappy dresser left.



**MIKE** We'll miss ya, Mark. Just gimme the keys to the metal car before you go and fill the tank, OK?



**JON** Mark who? No, I'm just looking. I think I did meet him once. I just can't remember who!



**VINCE** Later, Mark. I'll keep up the tradition and let the disco at least once a week! See ya!

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Kick butt on Phantasy Star IV with our review on p.38!

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Take it to the hole with our review of NFL '95 on page 70!

## Now Playing 110

A complete guide to all the games we've reviewed over the past six months — and it's free!

# Cover Story

## ETERNAL CHAMPIONS (CD)

BLOWS PAST MKII TO BECOME THE MOST VIOLENT VIDEO GAME EVER, p.44



**MARK** Since I don't work here anymore, I don't have to say anything stupid in this box. Cheers!



**VINCE** I didn't even notice he was missing. Was his picture on a milk carton or something?



**BILL** Damn! And I just wrote 500 English guy jokes! Now I gotta write some Gino jokes! What a drag!

THE HORROR... THE HORROR...

# DEEP SEA TREASURE <sup>WIN</sup>

Win a seaQuest DSV script  
autographed by the entire cast  
(no, Darwin can't write!)  
and more great underwater booty!

**HERE'S WHAT  
YOU CAN  
WIN!**

## SEAQUEST DSV™ CONTEST!

Just answer the following three questions about  
seaQuest DSV correctly and you'll be saying 'Ahoy,  
Matey!' to some great seaQuest DSV prizes:

### 1 Grand Prize

- an original seaQuest DSV script autographed by the entire cast!
- a Nintendo Game Boy
- a seaQuest DSV video game for your SNES or Genesis system
- an official seaQuest DSV hat
- A Revell-Monogram® seaQuest DSV model kit

### 5 First Prizes

- a seaQuest DSV video game for your SNES or Genesis system
- an official seaQuest DSV hat
- A Revell-Monogram® seaQuest DSV model kit

### 5 Second Prizes

- a seaQuest DSV T-shirt

### 1 What other ocean-related film did Roy Scheider star in?

### 2 What do the initials DSV mean?

### 3 How many crewmen can fit inside the HR Probe?

Write down your answers, along with your name, address, phone number (don't forget the area code) and type of game system you own on the back of a postcard or envelope and send it to:

seaQuest Contest, 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010. All entries must be received by Friday, March 31st.

The eleven lucky winners will be drawn at random on Friday, March 31st. Winners will be printed in a subsequent issue of Game Players.

#### THE RULES

No purchase necessary. One entry per reader. Contest open to residents of the United States and Canada except employees of GP Publications and T'HO, and their immediate families. Print your answers and your name, address, phone number (don't forget the area code), and type of game system you own on the back of a postcard or standard envelope. Mail it to seaQuest Contest, Game Players, 1350 Old Bayshore Highway, Suite

210, Burlingame, CA 94010.

All entries become the property of Game Players and cannot be returned. All taxes (federal, state and local) are the responsibility of the winner. Editor's choices are final. No cash substitute or consolation prize is available. Offer void where prohibited or restricted by law. All entries must be received by Friday March 31st.

GP Publications is not responsible for misdirected,

lost or uncollected entries — so don't call us or write wondering why you didn't win. Odds of winning are determined by the number of entries received by the contest deadline. The drawing will take place on March 31st and the name of the winner will be announced in a subsequent issue.

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The choice is yours — you are captain of the largest, most powerful submarine on the TV airwaves, the seaQuest!

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ACTION ADVENTURE

**GAMEBOY**

**SEGA  
GENESIS**



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# THE HOTTEST SPORTS GAMES—NOW ON GAME GEAR!

Just because you're on the move doesn't mean you've got to stop playing your favorite Genesis™ sports games. Time Warner Interactive's latest Game Gear titles make sure the action follows you wherever you go: RBI™ Baseball '94 lets you play baseball with the pros. Tee up and swing into a round of pressure-cooking golf with PGA TOUR® Golf II. Or get into some serious bashing and crashing with Road Rash™ II!

PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and our courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!

With a track and acceleration adapted from the Genesis™ version, RBI '94 has over 800 real players from the 28 big league teams, complete with 50 stats. Use the actual 1994 baseball schedule to complete the full 152-game season, playoffs and World Championships!

Join the Speed and Blood circuit with Road Rash II, the ultimate motorcycle racing game. Score around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival at the nearest!

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all about it!  
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about  
everything  
you need to  
know!!!**

# Running Rings Around Sony



Ridge Racer for the PS-X by Namco captures that good old feeling of the need for speed!

Who needs snow, when there's Cyber Sled by Namco for the PS-X?



Game Players has even heard reports of some U.S. mail-order houses selling the hard-to-get systems for as much as \$1000. (The machines retail in Japan for around \$400.) Still, as anxious



days of the Sega CD, the Japanese machines will only play Japanese disks. There are also rumors circulating that Sony of America is attempting to change the design of the PS-X when it comes to the U.S. in the later

Sony of Japan announced that 100,000 Playstations were sold on the day of launch. In fact, Sony of Japan is promising that one million units will be sold by May. Game Players has already received reports that presales and normal sales for Saturn will exceed one million units, while Sega of Japan promises to break the 2 million mark by May, and keep in mind that's just in Japan. As far as software for the new systems is concerned, the Saturn only had three pieces of software available at launch, including Virtua Fighter, Clockwork Knight and Paozer Dragons. The PlayStation had eight titles available included in those were Ridge Racer and Cyber Sled from Namco, and Parodius from Konami. Namco plans to keep releasing titles for the PlayStation on the order of one new title a month.

American gamers, eager to get their hands on the machines, are playing anywhere from \$500 to \$800 for the imports.

Learn your ABCs with Sega's Clockwork Knight



Put the antiretroviral skills with Paozer Dragons by Sega for the Saturn.

so you may be to become an "early adopter", don't act too fast. Just like the early

half of 1995. Sony of America is concerned that both the name and look of the machine doesn't have quite the impact that it needs to compete in the U.S. market. Finally, expect to see the PlayStation hit your local arcade in a deal Sony has struck up with a very popular arcade manufacturer.

## TimeLine

Here are the games you'll be playing in the upcoming months...

### JANUARY 1995

Backyard Sports	Atari	823
Demolition Man	Virgin	260
Jeopardy! Live	Sega	30X
Jeopardy! Live	Sega	30X
PlayStation 2	Sega	30X
Run of the Robots	Sega	30X
Run of the Robots	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X

### FEBRUARY 1995

Backyard Sports	Atari	823
Demolition Man	Virgin	260
Jeopardy! Live	Sega	30X
Jeopardy! Live	Sega	30X
PlayStation 2	Sega	30X
Run of the Robots	Sega	30X
Run of the Robots	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X

### MARCH 1995

Backyard Sports	Atari	823
Demolition Man	Virgin	260
Jeopardy! Live	Sega	30X
Jeopardy! Live	Sega	30X
PlayStation 2	Sega	30X
Run of the Robots	Sega	30X
Run of the Robots	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X
Yin-Yang	Sega	30X

# This Game is **NOT** Cool!

If you're looking for a COOL new SNES game, look somewhere else. In *The Ignition Factor*, the action starts at about 1,300° Fahrenheit, and only gets hotter.

Dodge exploding barrels, douse scorching fires, and perform dramatic rescues through eight levels of blazing excitement. Pick and choose your own fire fighting equipment. Talk to people trapped in the inferno, and use their clues to locate other victims.

If you can take the heat, this is your chance to become the hero that you know you really are.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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# STARE INTO THE ABYSS

Sega's new Deep Water division aims for the growing adult audience.

The 'mature' market is suddenly being catered to. In a move that some would have called inevitable, Sega has created a new publishing division specifically to handle games created for older players. 'We were convinced by our sales of Sega CDs, more than half of which went to gamers 18 years old or older,' said a Sega spokesman. 'With the next generation of even more powerful machines just around the corner, we expect more adults to be attracted to these upcoming systems.'

Following in the footsteps of its Sega Kids division, which targets younger gamers, Sega has created Deep Water to cater to the older ones. The precedent Sega likes to point to is

Disney's creation of Touchstone Pictures in the

*Eleven Champions* CD is Deep Water's first release. The game features extremes of gore that should be kept away from the little ones.



## Mario reigns as King for 1994!

Back in '93, Sega grabbed the video game crown, outselling Nintendo for the first time in history. But in 1994, Sega's market share plummeted to just 35%, giving Nintendo the lead.

According to data from a research firm in Port Washington, New York called NPD Group, Nintendo's sales of 16-bit units exceeded Sega's for most of the year, starting in July. Hits like *Super Metroid*, *Ken Griffey Jr. Presents Major League Baseball* and *Donkey Kong Country* helped Nintendo reclaim the 16-



The deep water logo is full, or, color.

mid-'80's, a separate division through which Disney could release films with more mature themes.

Although a number of Deep Water titles are planned for '95, the first game to be released under the new label is *Eleven Champions* CD (reviewed on page 44), whose shattering, bloody violence is clearly not intended for the young. While Sega won't discuss what other games may be in the works, it points to Konami's *Snatcher* as a good example of the kind of titles we can expect from Deep Water in the future.

With many young gamers becoming adults and full grown adults trying out games for the first time, Deep Water will certainly have an audience.



bit throne, while Sega maintains it lost the share because it doesn't traditionally advertise during the slow summer months. Sega was counting on titles like *Sonic* and *Kruxkles*, NFL '95, and the 32X to help reestablish its share but *Sonic* and *Kruxkles* fell short of expectations and the results still aren't in for 32X. At press time *Donkey Kong Country* was outselling everything — check out this month's charts (p18) if you need proof.

## The Inside Trak

**Marvel and Malibu combine**  
In addition to Marvel's video game division, which is still under development, Marvel has just bought Malibu Comics. Expect video game versions of the Malibu characters, Prince, in the latter half of 1995.

**Nintendo's Conrail Killer**  
In a deal with the railroad giant Kellogg's, Nintendo plans to give away some \$500,000 worth of prizes in a promotion that will run until April of this year. The event will tie into Kellogg's Frosted Flakes, Apple Jacks, Sugar Corn Flakes and other 'popular' brands of Kellogg's cereals. Sugar rush, here we come!

**CD/Gifs Now Push**  
Prepping for a renewed push into the multimedia industry, Philips has expeditiously its CD-i. A new advertising campaign, lower pricing and brand games such as *Blown Cycle* are expected to draw new crowds to the system. Promotions like the one organized for Woodstock '94 have helped sales but the machine is still doing dimly in the mass marketplace.



Philips hopes that titles like *Blown Cycle* will draw newcomers to the CD-i.

**Sega buys into Atari**  
In a surprise move, Sega went and bought 4.3 million shares of Atari, worth about \$40 million. Sega will also hand over another \$50 million in cash to settle pending long-standing litigations and it acquires access to some 70-plus game patents. The deal will also allow software developers to host their games on the Atari.

## the HOT number

**65** (amount in millions that Accsim paid for *Voyager Communications*, the company that publishes *Valiant Comics*).

**50** (amount in millions that Mortal Kombat II earned in its first week).

**10** (amount in millions spent on marketing *Mortal Kombat II*).

PREPARE FOR THE FINAL BATTLE!

# PHANTASY STAR IV



**THE BATTLES ON!** Monsters that roared and charged make for intense new fights and non-blowing battles!



**CLICK IT OUT!** Confront the chaos for class to your own environment!



**MOVE ON!** Finally get inside the Lord River and don't the battle from higher gear!



**STAY ON YOUR TOES!** Battle the way new forms of the Dark Force in the ultimate struggle for Master!



SEGA



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# JURASSIC PARK

## UNDER NEW MANAGEMENT



A lot is back—along with a dinosaur population that steadily multiplies while you play!



The division Eidos Corp. has come to using Dr. Hammond's cloning research—and they'll stop at nothing to get it.



Dino command, speedy gunnery, blow-blowing engineers, Raptors, Spitters, Phorusraptor! ...It's war, war, war!



*What'dya think, they'd just die off?*

**WRONG.** This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mc. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!



**PART 2:  
THE CHAOS  
CONTINUES**



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**SUPER NINTENDO  
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# Developers Raise Game Stakes

With so much activity in the next-generation market, game developers must decide whether to jump on the bandwagon or hang tight with some 24 million 16-bit machines. It's a tough decision, and one that faces developers everywhere. Now Capcom faces the challenge head-on with a new Research and Development arm planned to design software projects for 32- and 64-bit machines.

Most of the titles are developed by the Japanese division of the Osaka-based Capcom company, where some 800 "specialized programming specialists" are employed. The R&D lab, however — which is based at Capcom's Sunnyvale, CA headquarters — works on games for Sega's Saturn, the Sony PlayStation, 3DO, and PC-based CD-ROM titles. The lab also enables

She wouldn't comment on the cost of starting the R&D division, but she did say that Capcom's committed to spending whatever it takes to make the facility state-of-the-art. She also wouldn't talk about specific game

titles, although it's been heavily rumored that Capcom is working on *Dark Stalkers* and *Street Fighter — The Movie* for Sega's 32X. By the time you read this, the Mega Man cartoon series should be showing in your area.

## Finish Him!

After exposing Nintendo in 'Game Over', David Sheff has returned again to dish out the skinny on video games for parents. His latest effort, titled 'Video Games: A Guide for Savvy Parents', covers everything from the worst video games to the Senate hearings on video game violence. While most will find the book informative, others will find it amusing and entertaining. For example: 'Mortal Kombat' and its sequels are not only violent but repetitive. In fact, there isn't much to them, unless you enjoy convoluted combinations of frantic button-pushing.

Obviously Sheff never had the joy of ripping Johnny Cage's spine out during a finishing move.

While Sheff's 'Game Over' is still an industry staple, his parents-eye-view of the video game biz is worth a look — even if it is just for a good laugh.



A buying guide for the parents and a laugh for the kids.



*Dark Stalkers* is rumored to be one of the first 32X games in development from Capcom's U.S. R&D.

Capcom to expand its existing stake in the coin-op market. (Capcom is expected to announce plans for Nintendo's Ultra 64 during the Winter CES this month — catch next month's report.)

"It's definitely a strategic move on our part," says Capcom spokesperson Laurie Thornton. "We're closer to the American consumer, (than the Japanese office) and it will help us diversify and strengthen our position in the market. You can expect a lot of cross-pollination with Capcom of Japan. There will be both independent and collaborative games from both divisions."

Capcom is one of the most successful third-party licensees, but recent years haven't seen the phenomenal \$800m growth the company experienced with *Street Fighter* a few years ago. By getting a jump-start on the 32- and 64-bit game platforms, Capcom hopes to have titles ready when the next generation systems are released. (Sony and Sega are unsure of exact release dates.)

"We see a real advantage at having games available at launch," says Thornton. "It served us well with the launch of the SNES."

ADVERTISEMENT



# Truly Terrific Top Tens!

We got what's hot for wherever! Find out what's movin' and shakin' here and abroad. Discover what we're doing while we're supposed to be working! Find a cure for the common cold! (well, OK, maybe not that one.)

## SOFTWARE ETC.'S TOP TEN LIST

based on unit sales for November (all formats)

RANK	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	Madden NFL '95	96%	7,410	Genesis	Electronic Arts
2	Monkey Kong Country	93%	7,411	SNES	Nintendo
3	NBA Live '95	89%	8,82	Genesis	Electronic Arts
4	Star Wars Arcade	88%	7,812	32X	Sega
5	Madden NFL '95	93%	7,411	SNES	Electronic Arts
6	NFL Football '95	88%	6,81	Genesis	Sega
7	Sonic & Knuckles	95%	7,411	Genesis	Sega
8	Doan	n/a	n/a	32X	Sega
9	NHL Hockey '95	95%	7,411	Genesis	Electronic Arts
10	NBA Live '95	91%	7,812	SNES	Electronic Arts

Oh, Mortal Kombat II? Where are you? It looks like interest in the blood dripping, spine spinning game has strangely ceased! Sports games are back in a big way with two versions of Madden NFL '95 and two versions of NBA Live '95 climbing all over the chart! In fact, with the exception of Doan, there really isn't much blood, guts and gore anywhere on the chart! The big boys are still very well represented here, with both Donkey Kong and Sonic holding on amid a gaggle of sports titles. Nice to see some 32X games, too.

## Over Seas

### TOP TEN FROM JAPAN

based on unit sales for November (all formats)



RANK	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	World Soccer Perfect 11	n/a	n/a	S. Famicom	Koreisho
2	Dragon Ball Z 3	n/a	n/a	S. Famicom	Bandai
3	Sonoko Fever!	n/a	n/a	S. Famicom	Japan Tokaido
4	Mickey & Minnie RL & 2	n/a	n/a	S. Famicom	Cosmos
5	Dragon Ball Z	n/a	n/a	PC Engine	Bandai
6	Crusader of Genty	n/a	n/a	S. Famicom	Atari
7	Kirby's Special Shot	n/a	n/a	S. Famicom	Nintendo
8	Feeder Emblem of Justice	n/a	n/a	S. Famicom	Yasumori
9	World Heroes 2	n/a	n/a	Neo Geo CD	SNK
10	King of Fighters '94	n/a	n/a	Neo Geo CD	SNK

Okay, we wanna clear up one thing right off the bat: That really 'great' prediction we made last month about Nintendo being way up on this month's chart just didn't happen! So much for our psychic powers. You can all start laughing now — repeat after me — Ha, ha, ha! Now that we've gotten over that, check out the fact that a soccer game is back on top of the chart, as well as the English Top Ten. And Dragon Ball Z continues to hang on tough!

## BABBAGE'S TOP TEN LIST

based on unit sales for November (all formats)

RANK	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	MM '95	95%	7,411	Genesis	Electronic Arts
2	Final Fantasy II	98%	7,810	SNES	Square Soft
3	Mortal Kombat II	95%	7,89	SNES	Acclaim
4	B. Welsh College Football	87%	7,811	Genesis	Electronic Arts
5	Mission of Gale	82%	7,88	SNES	Nintendo
6	Doan	n/a	7,812	32X	Sega
7	College Football Champ	91%	7,412	Genesis	Sega
8	Alien vs. Predator	90%	7,412	Jaguar	Atari
9	Madden NFL '95	95%	7,410	Genesis	Electronic Arts
10	Beavis and Butt-head	95%	7,412	Genesis	Wooma

Now, we're not sure what the odds on this kind of thing occurring are, but we're convinced that they must be somewhere in the astronomical range. Compare this list with the list we published last month! Yep, that's right! Outside of Madden NFL '95 and Doan coming in to the list, everything else is the same. It must be that these games are experiencing a sort of popularity tidal wave, for whatever unknown reason. Heck, even Beavis and Butt-head are hanging on, and that was something that no one would have bet hard cash on!

## OUR OWN DELUXE TOP TEN!

based on what we're playing when we should be working!

RANK	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	Virtual Fighter	n/a	n/a	Saturn	Sega
2	Super Bomberman II	86%	7,89	SNES	Capcom
3	NBA Live '95	91%	7,812	SNES	Electronic Arts
4	MM '95	95%	7,411	SNES	Electronic Arts
5	Motor Tour Grand Prix	n/a	n/a	Playstation	Sony Corp Int.
6	Jurassic Park	88%	6,812	SNES	Ocean
7	Iron Soldier	85%	6,82	Jaguar	Atari
8	Head Rush	90%	7,811	32X	Electronic Arts
9	Killer Instinct	n/a	n/a	Neo Geo	Nintendo
10	Samurai Showdown	85%	7,812	Atari	SNK

We bet that if you've read this list you're now doodling all over yourself. We got 'em! We got those new, powerful, beautiful machines in our hot little hands and boy are we playin' with 'em! Ches is infatuated with Virtual Fighter for the Saturn (we have an import version), while Jeff and Mike are fighting over the Playstation and Motor Tour Grand Prix like a couple of kids (well, what do you expect?). Bill seems to be the only dinosaur this month, as he keeps plugging his way through Jurassic Park on a SNES. But don't forget Bomberman! This game is just as popular as ever around here — we just haven't had enough time to get into it as much as we'd like. The Killer Instinct arcade machine has taken over our sales as of advertising staff so much that we had to put the machine in another room.

## TOP TEN FROM THE U.K.

compiled by Gallup Polls



RANK	GAME	SCORE	REVIEW	PUBLISHER
1	FIFA Soccer '95	95%	8,82	Electronic Arts
2	Doan's Kong Country	93%	7,411	Nintendo
3	Mura Machines 2	n/a	n/a	Acclaim
4	Secret of Mana	93%	6,812	Square Soft
5	Jimmy White's Snooker	n/a	n/a	Electronic Arts
6	Street Racer	73%	7,411	Ubisoft
7	PGA Tour Golf	80%	7,89	Targem
8	Super Bomberman 2	86%	7,89	Nintendo
9	Earthworm Jim	95%	7,411	Playmates
10	Star Race FX	90%	7,410	Nintendo

Soccer is back and with a vengeance! FIFA Soccer '95 goes to dominate the British charts, while Star Race FX, the plucky little racing game, has dropped as far as possible without falling completely off the chart. And what the heck happened to Mortal Kombat II? We kind of figured that the 'Finish Him' fighter would come roaring back, after being pushed off last month's chart. There's a couple of racing games on board this month, as well as PGA Tour Golf and an interesting newcomer in Jimmy White's Snooker, a billiard game, of all things! Must help pass the time during those long, cold English winters.





# COIN-OP CRAZY

PlayStation this and Saturn that — who needs all that new-system tomfoolery, anyway? Am I right, guys? Guys? Hey, don't leave...

## Power Instinct 2

**W**elcome again, one and all, to the most splendidly covered coin-op column in the country! This is where we take a break from our next-generation daydreaming and turn our attention to games that are even more powerful. The Saturn and PlayStation are great, but you're never gonna be able to stuff as much stuff into a console as you can in a coin-op cabinet. Physics say so!

The arcade is the place to be these days. The first two Ultra 64 games, *Killer Instinct* and *Crossin' USA*, should be out in full force by now, as well as the video game version of *Street Fighter* — The Movie. And, as if that wasn't enough to get you digging through the couch for quarters, the even-bloodier *Mortal Kombat II* is set to hit within the next couple of months! This latest version is rumored to have kept Kano and Sonya, while trading in everyone else for new characters. Midway readers say to expect as big a difference between MKII and MKIII as there was between MK and MKII, with even more fatalities, tricks, and chokes than ever before! Yahoo!!

This month ain't no slouch, either — just check out *Atlas' Power Instinct 2*. With the full between the *Mortal Kombat* and *Street Fighter*, this underrated brawler could do some real damage to the other guys. Atlas all, what other fighting game features the dreaded "Flying Denture Attack"?

So until next month, remember the Coin-Op credo — "Your quarters or your life!" And if that doesn't work, it's off to red those wishing wells!

**P**ower Instinct may not have caused quite the ruckus that the *Street Fighter* or *Mortal Kombat* games did, but it did manage to carve out a loyal following among die-hard fighting fans. Its fast action and great control were comparable to the industry's top titles, but it was the game's unique brand of humor that put it in a class all of its own. (Who wouldn't thought a grandine could be so scary?)

Building on that success, *Power Instinct 2* has shot out of the gate to surpass such titles as Capcom's *Darkstalkers* in early test markets. This new version features new characters as well as new moves for the old ones, with a few other surprises thrown in for

good measure. The action is fast and fun, with smooth control that's even better than the original. And yes, Grandma Oume is still tossing her dentures around!

Look for *Power Instinct 2* in the arcades now. It may not have Ryu or Liu Kang, or even Kung Fu Bunny, but its tongue-in-cheek humor and totally great game play takes it way above a sea of lack-luster video fighting games.



You can pick from 13 different characters, from burly White Buffalo to scrawny little Hasekage.



The action in the game is fast and smooth, a testament to the game's appeal with hard-core fighting fans.

These funky little jokes in back cheer the fighters on. Don't let them down!

Kruth Wiggo is the standard "guy-in-the-guns" brawler that all games seem to have. A good pick to cut your teeth on.





## You Know It's Japanese Anime, When...

Cute little girls giggle as they beat the living hell out of you.



The legs are long and the camera is always in the rear.



At first places this game can be rather unsettling, but keep in mind that the little girl is about to kick the old guy's butt in a matter of seconds.



Every browser has fireworks, but these really take the cake! Just remember — "Stop, Drop, and Roll!"

## Transformers—More than meets the eye

Some of the characters have two different forms. Grandma Dume is a prime example...

Let her get too close, and Outie goes for the dreaded "Grandma Sneeze!"



...which returns her to her youth, giving her new powers. So keep your distance!



In-between fights you travel from scene to scene shown on this map. A funky clip shows you around the town.



When the Endurance Meter is full, you can perform the character's Super Attack, it whips 'em good! Here we see Grandma Dume's Endurance Meter kicking in. Now she's ready to kick butt! Go, Granny, go!

ADVERTISEMENT



Fritz will steal your heart

Brain Dead 13

# MEAN MACHINES



*They're just like pieces of the future that have somehow been sent back in time to amaze and amuse us all. They're here now, and this is just a sample of what they're able to do. Enjoy!*

## Iron Soldier

**System:** Jaguar •  
**Publisher:** Atari •  
**Developer:** Atari •  
**\$65 • now available**

**T**ake a tour of duty through sixteen delightfully challenging missions in Iron Soldier, a first-person, fighting-robot game styled after Robotech's MechWarrior. Without a doubt, this is one of the best Jaguar games yet, and shows better than anything what this 64-bit doodad is capable of.

The filled-polygon 3-D graphics are simply stunning. The explosions are ear-shattering, and even the music is cool.



If there were more windy to the missions, and maybe a few more texture maps so it didn't look so much like you were adrift in a sea of Lego blocks, Iron Soldier would have edged over into Ultimate label territory. As it is, it just has to settle for being great.

**GP RATING 85%**

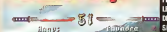
GENRE	action
PLAYERS	1
LEVELS	16
DIFFICULTY	medium
SAVE FEATURE	after 4 missions
MEGS	32

Who-hoo! Looked how everything dant blowed up real good! Get 'em, Jake!



Don't think that you're the only robot on the block. If you run out of ammo, you've got to take this guy on with your big mechanical fists.

## Kasumi Ninja



GENRE	fighting
PLAYERS	1 or 2
LEVELS	8
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	32

**System:** Jaguar •  
**Publisher:** Atari •  
**Developer:** Atari •  
**\$60 • now available**

**T**here seem to be a lot of bad fighting games for next-generation systems lately. Look at (or try your best to avoid) Way of the Warrior and SHALD D'WIT 3D. Apparently they don't want to be left out, so Atari has released this dinkier for Jaguar.

With characters like the *Swirling Saboteur* and the *Amazon Queen*, you can tell folks are starting to run out of categories of people who would know how to fight.

*Witten Vigilante* — these are the characters' actual titles, not just descriptions.

This is a bloody game, and the designers seem to think it would be cool for the

blood to stay on the ground where it's spattered, rather than to disappear after a few seconds. Other than that, you've seen it all before, and done better.

**GP RATING 40%**

Blood, blood everywhere. And look, it stays on the ground! Ooo, what a bonus...

The character select screen looks OK — nicely rendered 3-D — but would you pay fifty bucks for a nice select screen?



# Super Street Fighter II Turbo



**Y**eah! The world's best known (not to mention best) fighting game finally arrives on 3DO, and it's a winner! It's all here, every character, every move, every background, and every grunt, groan and "Ha-Ho-Gen!"

It looks great in 24-bit color, sounds great in CD audio, and best of all, there's not even any wait for access time between rounds — well, OK, there is a little, but not enough to notice or distract you from the action.

**System:** 3DO •  
**Publisher:** Panasonic •  
**Developer:** Capcom •  
**\$60 • now available**



It's here, the Super Combo finish. Don't leave home without it.

The only downside is a slight workarounds to the controls. The buttons are laid out a bit strange, and that 3DO joystick just doesn't respond well enough to keep up with SFI pros. Every box does come with an offer for a 3DO compatible six-button controller. But this is really just quibbling. Overall, it's about the perfect package if you're looking for that Street Fighter fix and really need it bad.

**GP RATING 96%**

This is the best version of SFI you can find, at least until Capcom learns to count to three...



## Coming Soon

### Checkered Flag — Jaguar



It seems every next-generation system has to have one racing game and one fighting game. Jaguar has *Kings of the Ring*, and now it's got a racing title. Get the picture?

### Fight for Life — Jaguar



A White Fighter style fighting game that looks good to us!

### Bubsy II — Jaguar



Everyone's favorite video game bobcat (well, OK, the only video game bobcat) arrives on a 64-bit system.

### Zool 2 — Jaguar



One of the most underrated games of last year spins off a sequel. Check this out!

### Shanghai, The Great Wall — 3DO



If you like this life game from the Far East, you're gonna love this disk — promise.

### Supreme Warrior — 3DO



Digital Pictures mark its mark on two fighting games, filmed entirely in Hong Kong!



Oh yeah, it's Street Fighter II: 24-bit color, and Chun Li never looked so good.

GENRE	fighting
PLAYERS	1 or 2
LEVELS	17
DIFFICULTY	adjustable
SAVE FEATURE	none
MESS	CD

# Off World Interceptor

**System:** 3DO •  
**Publisher:** Crystal Dynamics •  
**Developer:** Crystal Dynamics •  
**\$60 • now available**

**W**ell, *Off World Interceptor* is your basic chase-and-shoot sort of game, as you race across different planets in a souped-up 4x4, blowing anything that moves. As far as that goes, it's pretty cool. The pace is fast, the enemies are tedious, and once you get going, you've got to keep shooting and hang on, because the action is almost too furious to keep up with. It works on its own pre-headed level — nothing special, but solid fun.

However, there is one kink. The game has the usual sort of digitized intro we've come to expect from a CD title — bad actors on a cheap set try to explain what you're doing and why — but in front of the screen there's two *Mystery Science Theatre*-style satirizers of guys in easy chairs, making fun of how bad it is.



Things get pretty hectic, and it's not bad at all for the sort of game that it is.

planned to do this from the start, or whether they saw the footage and decided it was so

awful they had to do something to make it presentable. Whatever the reason though, it's funny as hell.

**GP RATING 78%**

This *ASTAR* rig-off is actually pretty funny. Now many other games have the guts to make fun of themselves?



3DO / JAGUAR



## GAME GOSSIP

Ready for some mouth-watering gossip? Well, grab a plate and belly up to the buffet of hot info we've got this month. Come and get it!

### The Jaguar Roars

The butt-kicking coin-op *Panzer Rage* is expected to come to the Jaguar system, however, Atari Games — the arcade division of Atari, not Atari Corporation (which includes *Time Warner* Interactive) — will handle the title, as we reported in the October installment of *Gaming Gossip*. While we're "talking" about the Jaguar, how about a Jaguar/32X Doom comparison? While the 32X Doom moves smoother, it has a smaller viewing window than the Jaguar. So which is better? Ultimately, you will decide. But if you must have our opinion — we

There's a hot time in the old arcade tonight!



### Currently in Development

Watch for a shooter called *Sekuroside* (like *sidekick*) to hit 3DO systems in the early half of '96. The game will be the very first 3DO "shooter" and is being developed in-house at Morphis Interactive. Sony Imagesoft has a lot cookin' in the kitchen. Take, for example, the PS-X version of *Mickey Mouse* — the game is about 70% complete and, by the time you read this, it should be finished. (We've heard Sony may use the game as a launch title or pack-in for the PlayStation when the PS-X comes stateside.) Sony has also licensed *Spawn* from Image Comics. *Spawn* is the creation of former Marvel Spider-Man artist, Todd McFarlane — it's also the hottest comic book character around and if that isn't enough to make you *Spawn*-heads wet your pants — there's also a Saturday morning cartoon show and toy line in the works too! Hey! Where do I get a TV show and a toy line? (I really could use the money!) Also in development from Sony, a *Final Fantasy*-type game programmed by the same team that did *Alleg* and *Skylozzer*. And speaking of *Final Fantasy*, Square Soft is currently working on an action/adventure that will be the very first U.S. developed title. In the past all titles have come to the U.S. courtesy of Square of Japan. The new American development offices, called U.S. 1, have just been established and are expected to develop for all next-generation game platforms. Currently, U.S. 1 is working with Nintendo on an RPG for Ultra 64 — more details to follow.

### We Got it Right

We are so surprised when those wacky kids at Sega gave us a buzz wondering where we got the pix for the upcoming 32X Sonic game, Sonic Classic and although we can't reveal our sources, we can tell you that Sega more or less confirmed the fact that Sonic will be making a 32X appearance sometime in '96 and you'll be 'red' with envy. We also hear that Sega is working to make 32X compatible with Saturn, (boy, the things you overhear at parties...)



### Worms, Gargoyles and Dr. Wiley

Hey, if you haven't already found them, we suggest you check out your Earthworm Jim cart for some very cool hidden areas and map codes. Shiny and Playmates guarantee plenty of neat cheats — plus, expect the *E.J.* TV show to blast your tube sometime in the fall of 1995. In the meantime, look for an *E.J.* CD (which should be in stores now) and *E.J. 2!* Watch Game Players for all the earthworming!!

Awesome Saturn action in the form of *Mitau Fighter* is available now. The killer beat-'em-up came to Game Players courtesy of SOU. Dome angelo, gozomashita! Sega continues to

build its stable of mascots with Ristar. The cute shooting star of Sega's latest side-scroller has already joined Dynamite Headdy, Sonic, and Knuckles in the Sega camp for the upcoming platform wars of 1996. Look for all these characters to go head to head with Nintendo's Yoshi, Mario and Donkey Kong when the wars really heat up in Christmas of 1996. Still, you may not even have to wait that long — we've heard Nintendo will best everyone to the 64-bit punch by releasing Ultra 64 during the summer of this year!

Sign me up, baby!

Although we promised you info on MetLife's new VR headset, we'll have to dash out some rain checks — the technology is still looking for a home and unfortunately we have no new info...

Capcom's *Mega Man* compilation, *The Wiley Wags*, will appear on your Gamecass after all. Oh, excuse me, did we mention you need to be a subscriber of the Sega Channel to get it?

Finally, look for Disney's *Gargoyles* to be picked up by Capcom and *Ascender* to get snatched up by Virgin, plus expect to see the Kevin Costner *WaterWorld* extravaganza to be picked up (possibly) by Ocean.

Wasn't that tasty! Come on back next month for some more bits and pieces on Saturn, the PS-X and Ultra 64! GP

### Where the Heck Did that Come From?

Contrary to the rumor we heard (from Sony), there is no PS-X 2 development station in existence. Although, if one does come out, you heard about it here first. It's always been our policy to get there the fastest with the moose!

PETER PARKER NO MORE... WEDDING OF SCOTT & JEAN... THE PHALANX

2009... SCARLET SPIDER VS. VENOM... SUICIDE RUN... MYSTERY OF CENTURY... STARBLAST...

ATTACK... SAVAGE HULK IS BACK... GHOST RIDER REBORN... SPIDER-CLONE RETURNS... JEAN



GREY VS. SABRETOOTH... FIGHTING CHANCE... FALL OF THE HAMMER



# HARDWARE

In this installment of Tech Talk, we take you on a guided tour of the XBAND gaming network. Plus, we check out Virtual Boy and a hot new joystick for the 3D0 system.

## Flightstick Pro

Price: \$99.95-129.95 • now available

One of the most FAQs (frequently asked questions) we get from 3D0 players usually concerns peripherals—what's coming and when can we have it? Up until now, 3D0 players have been confined to using the Panasonic 3D0 pad, but now, as 3D0's market share continues to grow, so do the requests for add-ons, and companies are finally beginning to fill those requests.

Among the first to do so is CH Products, a company that has primarily concentrated on the PC market. One of their most popular PC products, the Flightstick Pro, is the first peripheral to be converted to the 3D0 platform. Just like its PC predecessor, the stick is sturdy and well made. (CH Products makes all their own molds and guarantees a superior product—we told

to agree.) Currently the Flightstick supports a limited number of products, including VR Stalker and Super Wing Commander, but CH Products is working with software producers to ensure compatibility with future titles. Finally, the stick is expensive—but if you want quality, you gotta pay for it.

GP RATING

88%



## XBAND

Price: \$69.95 • now available

After a million rounds of MAD your buddies down the street don't offer you much of a challenge. But you still can find competition—if you know where to look. Enter XBAND, a device that enables you to connect your Genesis or SNES to the telephone system so you can play games against anyone in the country.

### A Guided Tour of XBAND

2. Once the XBAND is inserted into the Genesis or SNES game slot and attached to a direct phone line, simply plug in one of the five games currently supported, create a character and access the network! A user-friendly interface even allows you to take a quick look around the BANG while waiting for a little head-to-head action.

1. With Catapult's XBAND modem plugged into your Sega Genesis or Super Nintendo game system, you become instantly connected with other XBAND gamers!



6. The modem's battery back-up keeps track of each account holder's overall stats and specific win-loss records against players on a personal play list. It also stores each player's code name, character code, band, and personal information.

3. Log into XBAND by selecting the challenge icon. After about 14 minutes of thumb twiddling challenges are at somewhat short supply while the system is in its infancy; the network finds a match for you. Despite the miles of phone lines between you and your opponent, the game plays just like you're both in the same room.

4. After each game, the XBAND offers a rematch option or the ability to chat with your rival in real-time typed messages on a split screen.

5. Each connection with the XBAND network costs one credit. A standard account includes 32 credits per month for a \$7.95 fee. The X-Band area costs one credit to enter, and allows players to post bits of gaming and world news daily. XBAND members can also send and receive messages to and from other XBAND'ers.

GP RATING

94%



It's official — finally, Nintendo will release a 32-bit hand-held system with 3-D imaging technology. The system, called the Virtual Boy, was previewed at the Shohei Show in Japan after months of rumors and uncertainty from Nintendo.

*GamePro* has been following the system since September of last year and in addition to being the very first video game mag to break the story, *GamePro* readers even had the opportunity to check out the technology. Here's what it looks like:



The controller resembles the PlayStation controller, with two handles for better play. Notice the additional directional pad on the right hand side. Supposedly the unit will adapt for lefties too.

## TITLES ANNOUNCED IN JAPAN

In addition to those titles HudsonSoft and Square Soft are supposedly working on games too. Plus expect a Space Namer-like shooter.

**SPACE PINBALL**  
**TELERO BOXER**  
**MARIO BROTHERS VB**

## GET MORE OUT OF XBAND

- Don't use codes. You find the experience more enjoyable when both players are on equal ground. (Unless, of course, one player needs to be handicapped.)
- Play during prime time. This heightens your chance of getting an opponent you've never played before — and increases the challenge (and the cost of your call if you're playing long-distance).
- Mind your manners. During the post-game chat, be careful to watch what you say to other players. Don't call them losers or cheaters — be a good sport.
- Have fun! From creating your character to sending mail, have fun on the XBAND — it's all for you!

## Virtual Boy

While everyone is working on 64-bit hardware, Nintendo has announced that it intends to release a 32-bit hand-held that easily out-powers the Game Boy. But this machine is more than just another hand-held, hence the word Virtual in its name.



The system is shaped like a viewer-master box with a short cable that attaches it to the controller. The viewer also has two small stereo speakers on each side that will provide "surround sound." It's possible the configuration may change when the system is brought to the States in April, but it's very doubtful.



By looking into the window, you see a 3-D image, the



image is projected in a red LED over a black background. The images seem to come out of the background with a great feeling of depth. These images are from Mario Brothers VB and an RPG.

## THOSE SPECS

**Display:** Oscillating mirror that scans LEDs  
**CPU:** 32-bit RISC chip  
**Dimensions:** Main unit, 21.7cm, wide, 25.4cm long, and 11cm, high  
**Weight:** 750 grams for main unit  
**Electrical Source:** 6 AA batteries, or AC adaptor (same as used on Nintendo 8-bit machine)  
**ROM Cartridge size:** Length 6.1cm., width 7.6cm., thickness 0.65cm.

ADVERTISEMENT





## Rising Fun

To cheat the Federal Government, tax outlaw Mike Salmon is writing off his Italian loafers, German beer, and Geisha girls as business expenses!

**B**y the time you read this, the Sega Saturn and Sony Playstation will be flying off the shelves and into the homes of lucky Japanese gamers, but the 16-bit platform isn't dying yet. Super Famicom games are still coming out by the truckloads and we've got a look at a couple of good ones.

Import versions of the Saturn and Playstation should make their way to selected import shops some time soon, but expect to pay a very hefty price. Until the super systems come over here, we'll keep giving you all this info and news, just to make you drool (aren't we mean?)

Meanwhile, on the import charts, Hagane shot onto the Top Ten shortly after it arrived, but Dragon Ball Z 2 still held firm at the number one position. Why isn't anyone buying 3D0 imports? It's a great way to expand your 3D0 library, if you can get past the Japanese dialogue.

That's a wrap, but, like John Travolta, I'll be back and better than ever, unless the Feds find me first! Gulp!

## PANIC BOMBERMAN

**Publisher:** Hudson Soft  
**Price:** \$99.99  
**Genre:** Puzzle  
**System:** Super Famicom

Bombberman is my idol. So naturally, when Panic Bombberman came in I wasted no time in getting right to it. Much to my dismay, Panic Bombberman is a puzzle game, not the bomb dropping frenzy of Super Bombberman. However, Panic Bombberman is a great little puzzle game.

The people at Hudson Soft have put the lovable Bombberman face into the first 4-player puzzle game. If you love puzzle games and you have three friends who enjoy them too, then this game is a must have. Four-player puzzling is a blast and who better to be in the game than Bombberman, the four-player king. We played on an American version yet, but I'm sure we'll see one in the next year.



Those little, explosive characters are at it again! Looks like someone's about to be nuked out of existence! You've gotta be a master puzzler to make the computer say "Crack!"



Three friends and a multi-tap gives you the ultimate in puzzing, four-player excitement. Yahoo!

## WHAT'S A FAMICOM?

A quick key to let you know what is what and who is who!

- Super Famicom SNES
- Famicom NES
- Mega Drive Sega Genesis
- Mega CD Sega CD

## TOP TEN IMPORTS

The Japanese imports selling best in the U.S.

- | RANK | GAME               | SYSTEM        |
|------|--------------------|---------------|
| 1    | Dragon Ball Z 2    | Super Famicom |
| 2    | Naruto             | Super Famicom |
| 3    | Police Man         | Mega Drive    |
| 4    | Samurai Spirits    | Super Famicom |
| 5    | Fatal Fury Special | Super Famicom |
| 6    | Yu-Yu Hakusho 2    | Super Famicom |
| 7    | Dragon Ball Z 2    | Super Famicom |
| 8    | Ranma 1/2 Part 3   | Super Famicom |
| 9    | Hagane             | Super Famicom |
| 10   | Gunstar 5X         | Super Famicom |

• This month the software covered was provided by Game Stuff. Call (213) 724-8733 to order yours.

## HAGANE

**Publisher:** Hudson Soft  
**Developer:** Red  
**Price:** \$99.99  
**Genre:** Action/Adventure  
**System:** Super Famicom

Somewhat meta. Contra. You take control of the last ninja (how come it's always the last ninja?) and run him from side to side slashing and bawling your way through five intense levels. Along the way several weapons await to help you get through, weapons like



A variety of weapons like these grenades give you many ways to cause destruction.



Big bad bosses wait around every corner, making this game a tough one.

shinken throwing knives, grappling hooks, grenades, smart bombs, and more. Hagane is more than a rather side-scriller. Because of unique moves that depend on whether you've flopped once, twice, or three times and the intense ginning challenge.

Hagane doesn't push the envelope of technology or even bring much original gameplay to the table, but what Hagane does, it does well. It plays very solid and it's damn fun. An American release of this game is possible, but not very likely. So if you're a fan of the shinken throwin', grenade tossin' action of Hagane, you need the import version.

## CONVERTED!

Play all the newest imports on your SNES and Gamecubes for only \$25. This converter is also available for Sega CD for \$30. You can get these converters and all your import needs from Game Stuff and other importers — check the ads in this issue.



**INDIANA JONES'**  
Greatest Adventures

midst of  
lively di

If you're going to wear the Hat, you've got to be sharp with your wits, Dooch, with your whip, 'n' crazy enough to travel to the unknown points on the globe in search of lost treasures. Just like I did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—but not all.



...of the ... ..

IT'S HUNGRY.  
IT'S ALIEN.  
AND IT'S IN YOUR HEAD.



CYBERDREAMS PRESENTS

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# SNEAK PEEK

The games just keep coming and we haven't had time to give a full play to all of 'em. So we present a couple of screens and what we know about games that are gonna be put through the full review process in months to come.

## NBA Jam: Tournament Edition

Accolade for SNES and Genesis



Chris Mullin skies way above the rim. Looks cool, but let's get real—he couldn't get that high with jets in his sneakers.

March madness is on its way, and we're not talking about that silly tournament of 64 amateur teams. We're talking NBA Jam: Tournament Edition! The arcade hit is coming to SNES and Genesis this March and it's ben going off the excitement, oodles, and more!

The player rosters are totally updated with the rookies and trades. Each NBA team has three players to choose from (two play at a time), and there promises to be more codes than ever. What secret characters can you call on to "loo' 'em up? Elia? O.J. Simpson? Kurt Cobain? Jeffrey Dahmer? Cindy



Crabtree? We made these up. They're fictitious, so don't go spreading rumors of their existence. Accolade won't tell us much of anything yet, but we're gonna find out—sometime, some way. The first NBA Jam for the SNES and Genesis was an enormous hit, but has the original excitement worn off? Not likely. Is NBA Jam Tournament Edition just another way to squeeze more dough out of the same game, or is it a significant upgrade of a great game? Keep your hoop-lovin' eyes on these hallowed pages for the full scoop as it develops.

**SUBSTITUTION**  
PRESS A & C TO SWAP  
PLAYERS STREET TO STREET



Shaq and Horace are ready to make magic—in the NBA and the game.

## Weaponlord

Samurai for SNES and Genesis

Confronted with a cutting edge! Prepare yourselves for the barbaric weapon-wielding action of Weaponlord. Namco promises a fighting game like no other, and we hope it's right. Come March, everyone gets a chance to tackle the 'unique' weapon-to-weapon fighting of Weaponlord: Is there gonna be blood, fatalities, or the like? No word on bloodshed, but Namco is promising more combos than in any fighting game.

We're gonna hold onto our righty peas until we see whether Weaponlord cuts up the competition or just scratches the surface.



Spooky backgrounds like this have us anxiously awaiting a chance to test out Weaponlord.

Smooth backgrounds, big barbarians, and big axes should make for some interesting fighting.



## Metalhead

Sega for 32X



Can't even take a nice mechanized walk in the streets without some hoodlums robot taking pot shots at you for your high-tops.

Mechanized destruction is sure to bring a smile to 32X owners, of course, so should any software to expand the small—but growing—32X library. Next month we're gonna have more on this robo-shooter, out out in Feb.

## X-Men: The Clone Wars

Sega for Genesis

After the huge success of the first X-Men game for the Genesis, Sega took its time putting out the second. Hopefully, its time was well spent and several improvements have been added.



A wider variety of mutants, new moves, and tougher bosses are all promised when it's released in March. More coming next month!

The blizzard's coming down and Wolverine is scratching up the hunkies again. All this, and more!

FIRST GLIMPSE

# LOOK TO THE FUTURE



## Fatal Fury Special

**Bogard cult strikes back!**

Fatal Fury fans, unite and be glad! This here little disk peeks in all the characters from *Fatal Fury Special*. Oh yes, the Bogard brothers are back, and hell's coming with them! Does that sound too good to be true? Well just wait, 'cos there's more!



Like, wow, man... Seven fighters, plus a few surprises.

As you might well imagine, the Sega CD version of this cult wonder delivers really improved sound and music, as well as some kicking backgrounds (there's always some-



thing moving somewhere — try not to let it distract you! And as if that weren't enough, we'd swear they managed to squeeze some extra color out of that Genesis palette, 'cos it looks nearly as good as

thing moving somewhere — try not to let it distract you! And as if that weren't enough, we'd swear they managed to squeeze some extra color out of that Genesis palette, 'cos it looks nearly as good as



And look, isn't that Mar? Hey folks, why only one woman out of all these brawlers, anyway?

Fatal Fury has ever looked on any system.

So, does this sound good enough for you? Well, belly on up to the counter, folks. This one might be going fast.



And rest assured that even some of the lesser appreciated Fatal Fury characters are still in top form. Go get 'em, Big Bear!

## SEGA CD info

PUBLISHER	JVC
DEVELOPER	SNK/Funcom
DATE	January
GENRE	Fighting

## Motocross Challenge

**Get muddy!**

Sega confirms its big push to expand the list of 32X titles. If *Wings Racing Deluxe* doesn't do enough to satisfy your appetite for racing action (and that would take a huge appetite, let's face it), try some thing with two wheels and a dirt track on for size.

This is bike racing at its down and dirtiest. A frothing plethora of increasingly unfriendly tracks keeps you on your toes and your foot on the shifter.

OK, so it might not make you forget *Road Rash*, but how many other games let you drive through the mud, smash into another hapless driver, and come to a screaming, dusty halt across the finish line? Hey, not many.



Oh, and keep in mind that the game also has a two-player mode. Looks... really... small.



But hey, to the winner goes all that prize money! Hey Joker! Now that you've won your first race, what are you gonna do?



Mud-bath! Get your motor running! This is down and dirty motocross action — 32X style!

## 32X info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
DATE	January
GENRE	Racing

## Mega Bomberman

Bombs away!

One of *GamePro*'s favorite office time killers finally arrives on Genesis. No tools! — in its multiplayer battle mode, *Super Bomberman 2* has kept the entire *GamePro* staff crowded around the screen, controllers gripped tight in our hot little hands, trying desperately to blow each other to smithereens. For honor, for glory, and more than once, for cold hard cash.

And now we have the Genesis version. Mega Bomberman adds a few new wrinkles.

There's a whole slew of different Bombermen to choose from, so you don't look exactly like the other guys on the field. Initial tests were promising, but we're gonna keep playing at it just to make sure it plays well. Tough job, but somebody's gotta do it.



Note the live cutters you can find and ride on the versus battle screen — an odd new wrinkle for our favorite little explosives expert.

The two-player adventure mode adds new, multi-part playfields connected by little bridges — aren't they cute?



The Genesis version of *Bombberman* lets each combatant put a mighty move personal touch to his on-screen persona.

GENESIS info	
PUBLISHER	Hudson Soft
DEVELOPER	Hudson Soft
DATE	now available
GENRE	action/strategy

## Brutal: Paws of Fury

You're an animal!

Everyone's favorite game of cartoon fighting animals has taken a leap 32,000 colors into the future. That's right, it's *Brutal: Paws of Fury* for 32X!

The Sega CD version of this rilly little title has sold extremely well, and now GameTek has added some new characters, a few new surprises, and improved the move system a little. Sound cool? Hell yeah!

Only a couple of pictures to show so far, but there's more than enough cartoony goodness to give us pause and make us sit up and beg for more.



The 32X version of *Brutal* sports improved graphics and some new characters.



And the graphs of new characters we've seen are looking even more cartoony than the last batch. Let's keep an eye out for this one!

### 32X info

PUBLISHER	GameTek
DEVELOPER	GameTek
DATE	March
GENRE	action

## Bouncers

Follow the bouncing ball

Just when you think you've seen 'em all, along comes something, well, different. Such is *Bouncers*, a bizarre combination of fighting game and basketball shooout. Where you are the ball.

That's right, the bouncers' aggression are a group of little rendered basketballs. The idea is to run around the court (and let me tell you, those folks have some pretty weird ideas about what a court should look like), jockeying for position, trying to jump and bounce off your opponent so you can get high enough to drop through the hoop.



But who ever thought we'd play on a court with hoops held by dinosaurs? Strange world. Somebody oughta sell tickets.

Sound a little strange? Well, this group of bouncers all come with monikers: Tank, Spikes, Zap, and Ugh and Gag. Some days, things start off a little out of the ordinary and just get weirder. *Bouncers*. Go figure.

The idea here is to bounce off your opponent (hence the name, I guess) to get high enough to drop through one of the hoops.



Check out the guys you've got to choose from. A stranger batch of basketballs you're not likely to find.

### SEGA CD info

PUBLISHER	Sega
DEVELOPER	Dynamic
DATE	now available
GENRE	action/strategy

ON THE HORIZON



# REVIEWS

No, we're not Siskel and Ebert, even though we do have a thumbs up symbol. Face it, if we were those guys, our number one games would be stuff like *Ishtar* and *Heaven's Gate*. Trust us, you're much better off with our group of self-centered megalomaniacs and the bunch of great games we've reviewed this month. Plus, you don't get a thumbs down, either!

## INFO BOXES

Where you need to go when you need to know!

## REVIEWER

You can trust your car to the man who wears the star, but you wouldn't want to turn your back on any of these guys — especially if you were a video game cart!

## OPINION

Yeah, yeah, everybody's got one. But you can trust us. We'll make sure that you're always in the know!

## OUR SCORING SYSTEM

Pluck yer magic twanger, Froggy!

**Graphics:** The eyes are the windows of the soul. Don't let lousy graphics condemn you to an eternity in gaming hell!

**Music & Sound FX:** Do the sound effects rock, or smell like an old sock?

**Innovation:** Does the game thrill ya or does it fill ya with fear and loathing?

**Game Play:** Ask yourself — is it game play or game drudgery? We'll let you know!

**Replay Value:** Would you rather play again or slide down a forty-foot long razor blade?

**Overall Score:** This is it — the total package. The real deal, what it is!

100% Flawless	80% Good
90% Excellent	50% Average
75% Very Good	30% Stinky

## GAME SCREENS

We have heard rumors of a tribe high in the Himalayas that use our colorful pics to decorate their backs during their full moon rituals!

## GAME PLAYERS ULTIMATE AWARD



Thumbs up means a lot of different things — everything's OK, way to go, and in Zambie, it's an ancient slander on your ancestry. Here it means a game cart has earned a score of 90% or higher from our reviewers and is therefore a great game.

## GAMES REVIEWED

Bassin's Black Bass ..... 80



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# cosmic carnage



*Always the gentleman, Mike Salmon once pushed and shoved his way onto the last life raft on a sinking ship called...*

*"Women and children my ass!"*

**H**ere we hit again. One escape boat, eight instant victories and one great reason to fight — survival. Cosmic Carnage is the first fighting

game for the 32X and there is plenty of room for improvement. On the positive side, there is blood, special moves, tight unique characters, finishing moves, optional armor, and the screen scales in and out (similar to the arcade version of Samurai Shodown).

However, blood, special moves, and finishing moves aren't new and none of them are any better than in previous 16-bit fighters. The scaling screen is a testament to the power of 32X, but when the screen scales in close all you see is pixelly, poorly-detailed characters, which is a testament to the rush-job quality this game has.

As for the armor, that's the one good thing about this game. Four of the characters can choose what level of armor they want to use. The heavier the armor is, the less mobile and more powerful the characters are, and vice versa (low armor



Armor is chosen at this stage, not in all the armor but you look like you're ready to go stink.

= faster, weaker). And during battle the animation is knocked off, changing the entire complexion of the fight, since some special moves can only be pulled off while wearing full armor.

So how does Cosmic Carnage compare to 16-bit games MKII and SSFII? Honestly, Cosmic Carnage isn't even in the same league as the others. The backgrounds are motionless and could've been done on a



Costing bodies in battle is always fun, but not as fun as to pull off in CC.

motionless and could've been done on a

Game Gear, the characters are so pixelly you'd think they were drawn by the blind in crayon, and the fighting is sluggish and subtly uninspired.

Down, Star Wars Arcade, and Virtua Racing Deluxe showed great promise for the 32X, and despite Cosmic Carnage's many flaws it shows enough to keep hopes high for the future of 32X. **GP**

## RATINGS

### GRAPHICS

**6**

- For a 16-bit machine, the boring backgrounds and pixelly characters are bad.
- However, this is 32-bit gaming and there is no excuse!

### MUSIC & SOUND FX

**6**

- The music is catchy, but it's too repetitive and simple.
- The sound FX are over-the-top and out of place.

### INNOVATION

**7**

- Choice of armor, and being able to knock the armor off add a twist.
- Beating current is the only thing that couldn't have been done on a Genesis.

### GAMEPLAY

**6**

- The variety of characters, interesting special moves, and smooth animation give CC some life.
- The fighting is awful.

### REPLAY VALUE

**6**

- Fighting out finishing moves is sure to keep some playing.
- The poor fighting and disappointing graphics aren't easily overlooked.

## SEGA 32X Info

GENRE	Fighting
PLAYERS	1 or 2
LEVELS	8 characters
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	16

OVERALL

**61%**



# COSMIC CHARACTERS

Eight reasons to bring your own escape pod!

Tyr, fully suited up and ready for battle, seems to have a little trouble getting a hit in.



Tyr may be some sort of mutant ape, but when it comes to catching the escape pod he doesn't monkey around.

Naruto's quickness lets him face on their toes at all times.



Once the star of *Alien movies*, Deamon has a scary name and some real silly looks like this.

Cylio is one tough grasshopper with some sweet moves like this.



Zena-ara takes the least of this list, but this spiky haired girl has a few tricks of her own.

Raga is some sort of magical snake with arms, but the tail is still the whip!



Talsac may take a few shots like this, but he delivers a few as well.

## SCALING!

And they said it couldn't be done!



## A SECOND OPINION

It's not every day that a hit fighting game is released, and *Cosmic Carnage* is a prime example. I think that the game is actually a little better than Mike says, but there's no denying that the first 32X browser is a disappointment. On the plus side, I was impressed by the smooth-moving characters and the armor feature, but finally the game offers nothing more than a bland version of what you already have on your old systems. But fighting fans, take heart — 32X MKII is on the way!



— Chris

# Phantasy Star IV

## THE END OF THE MILLENNIUM



People often accuse *Chris* *Star* of getting too involved in RPGs. Sometimes he just laughs, and sometimes he cuts them up and takes all their gold coins.

One of the most asked questions we receive here at *Game Players* has always been "When are we gonna see the next *Phantasy Star* game?" Granted, RPGs may not roll in as many bucks as the current action faves, but RPGers are consistently the most dedicated fans in the industry. They'd have to be to have waited so long for this one.

Despite Sega's worries about putting out such an expensive game for an admit-

tedly niche market, they bit the bullet and gave in to public demand. *Phantasy Star IV: The End of The Millennium* takes place 1,000 years past the last game. But unlike the previous three titles, this one doesn't forget the history of the *Phantasy Star* series. Not only does the story line center around things that happened in the past, but old characters crop up as well.

The game play, however, could use some work. It's not any worse than the previous titles, but it's not any better, either. How can Sega hope to compete in the RPG world with the top SNES RPGs like *Final Fantasy II* and *The Secret of Mive II*? *Phantasy Star* doesn't evolve? Still, fans of the series are gonna find that the adventure is well worth the wait, if only to play the same game they fell in love with four titles ago. And with the poor selection of decent Genesis RPGs these days, who's gonna argue? **GP**

### GENESIS info

GENRE	RPG
PLAYERS	1
LEVELS	N/A
DIFFICULTY	average
SAVE FEATURE	battery backup
MESS	24

### NEW FEATURES

Although none of the new features drastically change game play, some of them are kinda cool.

### HERE WE GO AGAIN...

Back to the Future?



*Phantasy Star* takes us used to plenty of travel, be it by land, sea, or space!



If you forget what you're supposed to be doing, you can use the "Talk" feature. This makes your party members drop what they were doing when you left it.



Unlike previous games in the series, you can now save the game anywhere except dungeons or towns.

## LOOKING BACK

Saw it, done it, got the T-shirt!



PSV finally acknowledges the earlier games in the PS series. Here we see a statue of the legendary Apsara, who we last saw in PS1.



In fact, you start out with a character named 'Apsara' in your party, and a guy named Rana looks an awful lot like Rana from PS1.



For the most part combat is the same, but handy programmable macros have been added so that you won't wear your thumbs out on the same old routines.

## VEHICULAR COMBAT

Vehicles have always played a major role in the series, but you've never been able to use them in fights... until now!



Just like always, vehicles such as the Lead Rover allow you to cross treacherous terrain...



...but this time you can also fight from inside it! The heavy artillery packs an awesome punch, but you don't use any magic.

## LEAVE ME ALONE!

RPGs are notoriously bad for their overpopulation of grassland monsters, but this game takes the cake!



"I'd better clock up on some Gutsa from that town over there..."



Oh, great. Monster attack!



"Wow, what was it I was doing? Oh yeah, I need some Gutsa..."



"ARRRRRR! I just want some Gutsa! Stop attacking already!"

## A SECOND OPINION

I agree with Chris that PSV could have used some work (the combat macros, for instance, were a really good idea, but in practice they weren't as practical as I'd hoped), and I also agree that there wasn't a whole lot of innovation (from the characters, to the game play, to the storyline, you've basically seen all this before). However, I still think that the *Phantasy Star* series is a great bunch of games and well worth the time of any RPG fan. Hell, I'd have rated it higher purely due to its size! — Jeff



## RATINGS

### GRAPHICS

- 6 It doesn't look any worse than previous *Phantasy Star* titles.
- 6 Never looks like *Final Fantasy XI* make this game look ancient.

### MUSIC & SOUND FX

- 6 For an epic adventure like this, the music could've been a lot more dramatic.
- 6 Get ready to permanently add the battle song to your retirement library.

### INNOVATION

- 5 New features have been added like vehicular combat and battle macros...
- 5 ...but this still feels like every other *Phantasy Star* game.

### GAMEPLAY

- 7 The game offers plenty of items while remaining clear and user-friendly.
- 7 Fighting every other step drives you crazy. When are RPGs going to stop?

### REPLAY VALUE

- 8 Like most RPGs, this game takes many, many hours to finish.
- 8 You got handicaps just thinking about it once you've beaten it.

OVERALL

70%

# MIDNIGHT RAIDERS

Publisher & Developer Sega • now available • \$50-60



*He once led a band of twelve year olds called the Midnight Raiders on panty raids. Now, a matured Mike Salmon is ready to put that life behind him.*

**S**earing missiles, big explosions, a fast-paced jeep chase, chopper to chopper battles and gunning down enemy soldiers on foot may sound like one helluva game. The only thing wrong with *Midnight Raiders* is you don't get to do these things, only watch them.

There's nothing like the feeling you get when you light up a tank like this.

More flying scenes like this would've made this game much more enjoyable.



Joker is all alone, and this is no game (no, really, it's not).



Another faceless foe falls to his empty death. Yea!

## SEGA CD info

GENRE	Shooter
PLAYERS	1
LEVELS	3
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	128

You're Joker — the bold, brash rookie gunner — and you're the only hope Operation Midnight has of surviving. Strykar is the veteran pilot without much patience for a rookie gunner like yourself, and Sparks is the beautiful young pilot who won't give you a break. At the base is Col. Grimsby, the father-figure commander who cares about his men, and Adams — the cigar-eating bureaucrat who stops at nothing to get this mission completed. All together they are the *Midnight Raiders*, and whatever plot this interactive game has lies in their weak dialogue.

The game starts off with you shooting down enemy choppers and torching their tanks, then you get dropped off at the chemical plant where you take to your feet for some gunplay, and finally you race away from the exploding plant in a jeep driven by that daring, darling, but untouchable Sparks.

The first time through, *Midnight Raiders* is exciting and funny (not on purpose, but funny nonetheless), but after blasting your way through the video



Sparks, Strykar, Adams, Col. Grimsby, and you. After you run through, you don't care if you ever see their miserable faces again.



## RATINGS

### GRAPHICS

- 7** ➤ Some intense explosions and high speed flying are captured well.  
➤ The Sega CD-movie is grainy, glitchy, and mostly dreadful.

### MUSIC & SOUND FX

- 9** ➤ Explosions are thundering and intense. So is the soundtrack!  
➤ Digitized voices are clear and understandable enough if the dialogue is crap.

### INNOVATION

- 5** ➤ By chopper, by foot, and by jeep is a first for an interactive shooter.  
➤ The plot is odd, and the action (what there is of it) is stale.

### GAMEPLAY

- 5** ➤ If you loved *Tomcat Alley*, then you'll want to keep *Midnight Raiders*.  
➤ The large amounts of video footage are the antithesis to gameplay.

### REPLAY VALUE

- 6** ➤ There's plenty of challenge to keep you coming back...  
➤ ...but is, if you had fun the first time (which you won't).

sequences one time there is little, if any, fun left.

*Tomcat Alley* fans are gonna love this movie — I mean game, but unless you'd rather watch instead of playing games, I wouldn't raid any stores for a copy. **GP**

OVERALL

**58%**



## CASTING SPELLS CAN BE HAIR RAISING.

**Flink** certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a huck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagin Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, **Flink** will capture your heart.

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# SPACE INVADERS



**With enough 70's music to kill Rick Dees, Vince Matthews set out to conquer that classic shooter — Space Invaders. Far out!**

**B**elieve there was Mario, before there was Sonic or Earthworm Jim, there was Asteroids, Defender — and Space Invaders. Those of you who are actually old enough to remember the simple shooter also remember that your main concern was staying alive and keeping alien invaders from landing on the Earth. It was a simple premise — kill or be killed — and when it made its debut in 1978 it was the hottest arcade sensation since the lowly game of pinball.

Now, those relentless creatures are back again in Space Invaders for Game Boy and Super Game Boy, and thankfully, they haven't changed one bit. They're just as relentless as ever and just as addictive as they were in the arcades of yesteryear. Space Invaders not only offers Game Boy players a chance to relive a classic era of video gaming, but it also offers an opportunity to own all four versions of the original Space Invaders arcade machine. Just like Donkey Kong for Game Boy, when Space Invaders is played on a Super Game Boy, your SNES is "transformed" into a classic arcade machine. The outside screen border assumes the same look of the original machine and you also notice other slight details like the original scoring meters and those great celophane color overlays.

Ah, those were the days! At any rate, this is one of the world's best games, plus the Super Game Boy version is the exact same version that sold by the truckloads when Taito released it for the Super Famicom in Japan. So show some respect, throw some 70's tunes in the CD player and relive a bygone era of video gaming. **GP**

Space Invaders on the Game Boy. Great? Yes, but still the same head-pounding, bone-jarring fun!



## GAME BOY info

GENRE	shooter
PLAYERS	1 or 2
LEVELS	tons
DIFFICULTY	medium to hard
SAVE FEATURE	you're kidding, right?
MEGS	4



Check it out: the original Space Invaders at its glory. Or, would somebody lend me my head and the long recorder?



There are five back-to-back themes you must play. They keep coming! so you keep firing. That's really all you need to know.

This is your cannon. Use it to stop the pesky aliens.

Carriers protect you from wily invaders.

UFOs occasionally zip across the top of your screen. Blast 'em for extra points. How's that for a challenge?



Press buttons help you reave your Cosmos — the joy-stick here, no tie, in my day if we wanted a joystick we had to walk five miles in a howling blizzard... well, you get the picture.

## RATINGS

### GRAPHICS

- 9** Everything looks exactly like the arcade original on Super Game Boy!  
 Each background and character are faithful to the original arcade strokes.

### MUSIC & SOUND FX

- 9** Not a single sound has been changed from the original game.  
 The dinky Game Boy speaker reproduces the sound hits flawlessly.

### INNOVATION

- 3** The scores and even dots make use of the Super Game Boy in a weird way.  
 I mean would have liked to see an updated version, like ST 20337

### GAMEPLAY

- 7** This game plays and feels just like the original Space Invaders.  
 That console never could shoot more than one missile at a time. Great!

### REPLAY VALUE

- 7** It's Space Invaders and they keep coming as long as you let them.  
 I can certainly understand why we moved onto bigger and better things.

**OVERALL**  
**71%**



Sure we offer a variety  
of more things BUT, it  
doesn't matter cuz you're  
still gonna get your  
**BUTT KICKED!**

# FATAL FURY SPECIAL



SEGA CD

SNK



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The bloodiest fighting game ever? Let's give it to Jeff Lundrigan. Heck, that boy likes just about anything bloody!

# ETERNAL

## OLD DOGS, NEW TRICKS

All the original characters have some new moves to show you.



If you thought Jello was tough before, check out her spinning wheel-of-death!

And check out Steph — he's got a new, improved club that shocks stuff.



## AND GORE GALORE!

You want blood? You got it, by the buckets!

All the old Overkills have been revamped. No more vicious drive-by in front of Lard's theater — now you get a very angry giant beetle on wheels!

And now instead that all the new backgrounds have their sets of backdrops, too. Yummy!



Check out these new deadly gadgets — a long club that with blades that can only be thrown in business, never in sport!

## NINE ARE HIDDEN

Determined to outdo everyone else, Sega has three times the hidden characters of MKII!

Meet Chin Ho, ruler of Kum Ho. He was supposed to be in the original EC, but they ran out of storage space.



Here's the Senator, who attacks with red tape and veto power.



A monkey doing back with a chicken? Old Macdonald had better stay away from this barnyard!



Also, all the characters now have more straight-forward-looking enemies, called Vindictas.

Kills — Shik can break your head off, and Jello, well, she just likes about you really hard with your subliminal psychology.

And if you're looking to have a sense of humor about it, you know!



Sega's follow up to its top-of-the-line fighting game in an absolute scream! Its designers have finally figured out what a CD is good for — storage! Not only does this game include all the original characters, it gives them new moves, then adds four new characters, throws in a new boss, then sticks in nine hidden characters, all of whom can be player controlled. That's 24 fighters, in case you're having trouble keeping up.

It's worth noting that control has been improved in a number of ways. There are fewer 'charge' type moves and more fireball style ones, and some of the charge moves have had their hold times reduced. The overall effect is to speed up combat.



But check out ETERNAL's hideously gory finishing moves! Every background has had its overkill move made even bloodier, and a second one has been added. Also, the 'windows' for activating the overkills have been expanded. In addition, every character has a 'Vendetta' kill, a Mortal/Kombat-style finishing move. There are 'Cinekills,' rendered sequences that let you watch a character's death.

They've made a great game better, then put in enough violence to make people notice. Incredible game!

GP





# CHAMPIONS



## Riptide

The shapely scourge of the seven seas, this pirate queen was done in by the business end of the same shovel she used to dig for treasure.



By maneuvering this ball of force, the can scuttle her opponent's attack.

## A SECOND OPINION

Wmm... blood... must have the blood, the blood is the life... whoops! Kind of zoned out for a minute, there. I've been desensitized! Bottom line: this is the most violent game ever. It even goes further than Bloodborn in the arcades. But the great thing is, it also has fundamentally sound game play, so you get some great action with your blood. And man, the sheer amount of blood... it's like a playable version of *Faces of Death* it took



Sega's richest geniuses to come up with these finishing moves. *AKOY* lang will love it, but parents and young kids better beware. It's definitely not for the squeamish or politically correct. — Chris

Look, consider? By using his whip, Riptide can pull an opponent to him and attack in close.

## THE NEW KIDS

Four new brawlers to fool with.

### Ramses III

A king in ancient Egypt, he fell prey to poison intrigue. He fell off a cliff.



He can harness the spirit of the pharaohs. Encased in a sacred yagur, he's invincible for a short time.

### Raven

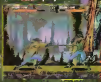
This woodoo child met her end when her youth was drained by a more ancient sorcerer.



Even summons the spirits and legions. You can control where she weapons too.

### Dawson

An ex-sheriff from the American West, he was framed, then joined a neekie party for one.



## SEGA CD info

GENRE	Fighting
PLAYERS	1 or 2
LEVELS	2
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	CD

## RATINGS

### GRAPHICS

- 10** ♦ It looks as good as you can get on a Sega CD.  
♦ Sweet animation on every background, plus blood everywhere!

### MUSIC & SOUND FX

- 10** ♦ Ho, impressive raw soundtrack. This is very cool.  
♦ Your game play is haunted by a million caskets.

### INNOVATION

- 9** ♦ They've taken CD to its logical limit—crash shift is so! you can't fit anymore!  
♦ Well, OK, it's a fighting game — a good one, but we've seen this before.

### GAMEPLAY

- 9** ♦ This thing kicks, baby! Bloody good fun for everyone!  
♦ Unfortunately, this game still has a few melonard moves.

### REPLAY VALUE

- 10** ♦ Tons of new moves, hidden characters and backgrounds, and other stuff.  
♦ Dependable replay value for a fighting game.

OVERALL

**95%**



Publisher: Jaleco • Developer: Jaleco Limited • available now • \$59.95



When we last saw 'The Walking Smore,' Doug Brumley was charging into the raging inferno with graham crackers, chocolate bars, and marshmallows firmly tucked under his arm.

**D**espite the old cliché, any firefighter is gonna tell you that you can't possibly fight fire with fire. You need an axe, a hose, and a trusty oxygen mask at the very least. These items become your best friends in Jaleco's innovative new title *The Ignition Factor*, in which you must combine the skills from an action game with the problem solving from a puzzle game to successfully complete your firefighting missions.

Each stage begins with a briefing after which you're left to determine which particular items you need to stock up on. Once inside the site of the blaze you encounter fellow fire fighters who replenish your stock and even offer other helpful items you may not have originally thought you would need to bring. During the briefing you're given a specific mission such as rescuing six trapped employees before the building is destroyed in eight minutes. While accomplishing your main objective, you occasionally receive transmissions asking for your help on other side missions as well. After the successful completion of your duties, you receive a point total based on your performance, but before you even get a chance to enjoy the attention of citizens and the media, or pet the firehouse dog, you're off to fight another blaze. Bet you're not too anxious to follow up on those childhood dreams of becoming a firefighter now, are you?! **GP**



Pay attention during the briefings — it's the only time you get a look at the floor plan and your fellow fire fighters give hints regarding the items you should choose.



Get a little too close to the action and presto! You're transformed into the burning torch.



Forget pulling stranded cars from trees in this game. Use your hose to cut through the blaze. Find a few trapped victims, and then take all the credit.



## SNES info

GENRE	action/adventure
PLAYERS	1
LEVELS	6
DIFFICULTY	medium to hard
SAVE FEATURE	passwords
MEGS	8

## RATINGS

### GRAPHICS

- 7**
- It looks really cool (really hot?) when you get torched.
  - For a game that's different, nothing sets the graphics apart from the masses.

### MUSIC & SOUND FX

- 8**
- Realistic sound effects help set the tone of danger.
  - Digitized voices and frenetic music keep you from resting time.

### INNOVATION

- 8**
- This game offers a welcome break from cookie-cutter game designs.
  - You don't carry weapons to safety — they disappear when you reach them.

### GAMEPLAY

- 8**
- The problem solving aspect gives the game more depth than action films.
  - Tacky running controls often send you full speed into the blaze.

### REPLAY VALUE

- 7**
- The mix of challenge and ease of play keeps you working towards hero status.
  - Every stage is exactly the same each time through.

**OVERALL 76%**

# Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB,  
COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!  
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat.  
So, are you mouse enough!!???



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**Acclaim**  
ENTERTAINMENT

# Power Instinct

Publisher & Developer: Atlus • now available • \$60-65



He hasn't had dentures flung his way since his grandma caught him wastefully using two squares of toilet paper (gasp!).

Now Mike Salmon is forced to relive the horror of that day!

Every year the Gogetsu family gathers together to duke it out for supremacy and family leadership (sounds kinda like Christmas at my house), and this time you've been invited to lend a hand in this way-too-inbred family's annual gathering.

As an arcade game, *Power Instinct* is something of a cult hit, and now loyal followers can finally enjoy a solid translation of their favorite coin-op. In case you're not familiar, *Power Instinct* is another animated fighting game, which borrows heavily from *Street Fighter* and *Fatal Fury*. Even though *Power Instinct* is a total copycat of a game, it does possess some great fighting, some wild characters, and some very spacial moves.

The game has a total of eight unique fighters to choose from and a rather standard stage for each character to fight in. You can play in Versus mode, Story mode, practice a couple of different ways, or play the challenging Life Attack. The Life Attack mode is something new and worthy of trying. In the Life Attack



Grandma lays a big life-sucking kiss on Anne, then...



She turns into this beautiful young fighter. Va-Wu-Vu!



Angela is one big girl, but Thin Nen has given up the Hara Krishna way and is looking to give Angela some skull

mode you take on all eight characters, one at a time, with only one life meter!

The fighting genre's only denture-throwing grandma and good fighting control are enough to make this game a good choice for fighting fans. However, if you already own a good fighting game, there isn't enough new stuff to warrant laying down your money. **GP**

Keith Wayne and Reiji Oyama both claim they never touched steroids, but here Reiji gives Keith a Street Fighter-stroke teaching.



Helter Skelter rushes forward for a crashing blow to the pumped up White Buffalo.



Go Grandma! Go Grandma! The feared denture attack is the best part of this game.



## RATINGS

### GRAPHICS

- 7** ♦ The characters are large, well drawn, and elegant.  
♦ The backgrounds are boring and the overall look is a bit busy.

### MUSIC & SOUND FX

- 6** ♦ Sound effects and screams are up to the usual quality of fighting games.  
♦ Music is different for each stage and every place is drastically unimaging.

### INNOVATION

- 6** ♦ Life attack mode is a new twist and the interactive background is great.  
♦ This is just another fighting game and a blatant copy of that.

### GAMEPLAY

- 8** ♦ This game plays great — easy to control, and good fighting.  
♦ Could use a few more special moves and some boss characters.

### REPLAY VALUE

- 7** ♦ Eight fighters and different play modes give you plenty of play.  
♦ If you already own a good fighting game, you won't need this one.

OVERALL

**73%**

## SNES Info

GENRE	Fighting
PLAYERS	1 or 2
LEVELS	8 fighters
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	16

# A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.

## SAMURAI SHODOWN™



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



SEGA CD

SNK



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# MAGICAL POPFUL MAIL

## FANTASY ADVENTURE



She does the Bond thing every time she introduces herself: "My name is Mail, Popful Mail."



*Always ready for a little humor and a woman with biceps, Jeff Lundrigan takes a look at Working Designs' latest goofy RPG.*

**W**orking Designs was responsible for releasing two of '94's guiltier pleasures, *Lunar* and *Vyr*. This pair of RPGs for Sega CD may not have had the most groundbreaking designs, but you couldn't help but be won over by their combination of goofball humor and off-the-wall plot twists.

Now the same company brings you *Popful Mail*. Popful Mail (that's her name) is a warrior/bounty hunter on the trail of an evil magician named Muttonhead. Along the way she meets and gets help from an apprentice magician, Telt, and an odd dragon-like creature named Gow.

*Popful Mail* was originally released in Japan by Falcom, who designed the *Ys*



If you think this action/RPG looks a little like another action/RPG series called *Ys*, that's because they were originally released by the same company, Falcom Designs.



On the other hand, if you think this game has the same silly sense of humor as *Lunar* and *Vyr*, that's because it was totally rewritten by Working Designs.

As side-scrolling action stuff goes, the game is pretty challenging.



Popful Mail is a beauty hunter, hot on the trail of the Gingerbread Gether Gang. Ah yes, a woman with pretty ears and a sword — what more could you want?

series. This means it's as much of an action title as RPG, and it's aimed at a slightly younger audience as well. However, the game has also been completely re-designed and re-vamped by Working Designs, so it doesn't matter how old you are, *Popful Mail* is pretty cool. **GP**

## RATINGS

### GRAPHICS

- 7**
  - Good, clean designs, and nice use of animated interludes.
  - There's nothing here that you haven't seen before.

### MUSIC & SOUND FX

- 8**
  - Actually, most of the music is really pretty good.
  - Still, once again, nothing you haven't heard before.

### INNOVATION

- 6**
  - Interesting that the hero is a girl, and the humor is, well, odd.
  - You just gotta love it, this game isn't that groundbreaking.

### GAMEPLAY

- 8**
  - The action is challenging, and the silly story keeps it moving.
  - Some more ham-fisted older folks might not get the appeal.

### REPLAY VALUE

- 8**
  - You can switch characters in some sections, and the story is slightly different when you do.
  - The story is a little flat.

OVERALL

**78%**

# MAGICAL POPFUL MAIL™ FANTASY ADVENTURE

Action/Role-Playing!  
CD Animation!

Three Characters.  
Two Outlaws.  
One Serious Mess.



Over 2 hours of dialogue!  
The ultimate SEGA CD™!



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Our games go to 11!™

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# RISTAR

## THE LONG ARMS OF THE LAW

RISTAR TURNS A FREAKISH DEFORMITY INTO A FIGHTING FORCE FOR GOOD. A LESSON TO US ALL.

Publisher: Sega • Developer: Sega • now available • \$60-65



*Ever since Chris Slate started playing Ristar, he's demanded that a star be placed on his office door. We don't have any*

*problem with the star, but there's no way he's getting an office.*

Sega's latest character, Ristar, is yet another attempt to relive the whole Sonic phenomenon after its last mascot, Dynamite Headdy, failed to become a household name. Unfortunately, Ristar probably won't set the video game world ablaze either, although it, like Dynamite Headdy, is a lot of fun to play.

Just as Sonic has his spin and Headdy has his multiple heads, Ristar also has a unique physical attribute—his arms. He can stretch them out to grab enemies, use them to climb walls, swim like a sub, and even swing around like

## HEADBUTT!

No guns, knives, swords or cannons, but a head as hard as rock!



"I know what got Brakar! — a poor, defenseless, labby little star. Easy pickings, right?"

Tarzan. The action in the game is carefully planned around these abilities, so the player is forced to think about each situation in a new and creative way. The stages themselves offer a lot of variety as well, with new and innovative challenges around every corner.

The problem for Sega is that players just aren't interested in the whole 'cute mascot' thing anymore. Even Sonic has begun to slip a little. I guess after you've ripped a few heads off in *Mortal Kombat*, those smiling, cute stuffed animals just don't appeal. Still, Ristar is a very good game, and it would be a shame for any action fan to miss it. So whaddya say? How about putting the axe down for just a minute, maybe? GP



Swinging from tree to tree is another oft-used form of travel.



"Woop! Not so pathetic now, am I? Squam all you want, you can't escape the icy-cold grasp of death!"

"Since I've got a hold of 'em, I deliver my patented Headbutt attack. See you in Rades, sucker!"

Ka, bu, bu!"



Other than the Headbutt, Ristar uses his arms mostly for climbing. It's possible to scale almost any surface, but these handles make it easy.



When handles are placed on a ceiling, Ristar can swing from them to cross treacherous tops.



Best of all, Ristar can latch a ride with some creatures, which usually leads to high-up hidden bonus items.

## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	10
DIFFICULTY	2 seconds
SAVE FEATURE	password
MEGS	16



## SWING, SWING, SWING!

IT WON'T MEAN A THING IF YOU AIN'T GOT THAT SWING



bonus items are all over the place. Look for these arrows—they point the way to hidden treasures.



Asterix's adventures takes him across the galaxy, with each planet offering totally new challenges.



You can swing from these special ladders that appear here and there.



Release, and ZORP! Asterix takes off like a... a... a... shooting star! There's always a laser at the end of a level, and you can earn big bonus points by flying off the screen at as high an altitude as possible.



Hold forward to give momentum and power up the "Shooting Star" maneuver.

## RATINGS

### GRAPHICS

- 8** ↑ Asterix's sprite animations are done very well, and the bosses look great.  
 ↓ Sometimes the backgrounds look a little drab.

### MUSIC & SOUND FX

- 7** ↑ Great background music. Korgs you pumped but doesn't distract.  
 ↓ Why is it that awesome nowadays don't have their own crummy theme song?

### INNOVATION

- 8** ↑ At first this game looks like just another platformer, but...  
 ↓ ...it offers lots more, from Asterix's long-arm maneuver to unique bosses.

### GAMEPLAY

- 8** ↑ Asterix's long arms add as much as Sonic's spin or Super Mario World's head.  
 ↓ Each level has a new twist, keeping each stage fresh and new.

### REPLAY VALUE

- 8** ↑ It's no big secret—players love to play fun games over and over.  
 ↓ There's a lot of ground to cover, and it ain't no cake-walk, either.

OVERALL

**79%**

## A SECOND OPINION

Asterix shoots off the screen and makes you long for the days when cute mascots were cool and country wasn't. However, side-scrolling platform games are getting tired, no matter how fresh and exciting they are. Asterix is a great game—fun, challenging, and (unfortunately) cute. So, if you can't get enough cute games, or if you just love stars, then Asterix is the ride you want to catch. But if you're sick and tired of Sega's Sonic clones, quit buying 'em, and they'll stop making 'em.

—Mike



Asterix has some fairly cool bosses. Like this Ironhead Shark who chases after you at the end of the second planet. He has a deformity, too, but he uses it for evil.





**SNES — Publisher:** LJN • **Developer:** Sculptured Software • now available • \$74.95

**Genesis — Publisher:** Acclaim • **Developer:** Sculptured Software • now available • \$64.95



*At the tender age of seven, Doug Brumley hospitalized his imaginary friend with an ill-executed sleeper hold.*

**D** despite stiff competition from the rival WCW and allegations of rampant steroid use, the WWF's success continues. So it was only a matter of time before another World Wrestling Federation title hit the shelf. Unfortunately WWF *Raw* — available for both SNES and Genesis — has the same look and feel of past 16-bit WWF titles *Royal Rumble* and *Rage in the Cage*.

A few new wrestlers, a *Raw* Endurance mode, and a series of secret *MegaMoves* make their debut in WWF *Raw*, but none of these factors does a significant job of improving on the past. The *MegaMoves*, a collection of special 'lin-listing' moves that go far beyond realism, attempt to capitalize on the popularity of codes as seen in other Acclaim hits *NSA Jam* and the *Mortal Kombat*s. None of these moves are printed in the manual and their unrealistic nature (for example Doink, a clown wrestler, balls up his toe and boots him out of the ring) makes one wonder why they would even be included in a game that's part of the most realistic wrestling series on the market.

Those who have played the previous WWF games know that it takes intense button-tapping to overpower opponents, and you're almost as exhausted following a match as if you'd been in the ring yourself. But the controls respond well for those who have the reflexes. Each wrestler's repertoire includes many of the same basic suplexes and slams which are

used to wear opponents down before applying individual signature moves.

Six play modes cover it all from an every-man-for-himself *Royal Rumble* to the new *Raw* Endurance matches that pit

two teams of wrestlers against each other in one-on-one match-ups, much like *Mortal Kombat II*'s survival mode. After this much action, your thumb's bound to be 'raw.' GP

## WHICH IS MORE RAW?

Apart from a few graphical differences, the SNES and Genesis versions are exactly alike. Take a look as they square off side-by-side — SNES on the left, Genesis on the right.



Whether you love 'em or you hate 'em, find a wrestler that fits your personal style.



Wear down your opponent's strength meter with basic moves before going for the big finish.



Remember, you're not exactly Hulk Hogan. Don't be cocky when you have a chance to pin. If you make a mistake while laying with your opponent, that three count may be for you.

\*The following are all SNES screen shots



Pop quiz: What do you do when a ref won't let you cheat inside the ring? Just take him out of the equation.



Yasss! See into the bumpkin's, then satisfy the crowd by delivering ten quick shots to the head.



Execute a signature finishing move on your challenger when he's just about out of gas and the match is yours.



Royal Rumble can get pretty confusing — just make sure you're not the one going over the ropes.



## SNES/GEN info

GENRE	wrestling
PLAYERS	1 to 4
LEVELS	n/a
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	24

## RATINGS

### GRAPHICS

- 8** ♦ Graphics are crisper but less colorful and shaded than the SNES version.  
♦ As with the SNES version, the selections could be smoother.

### MUSIC & SOUND FX

- 7** ♦ The crowd noise increases as you pull off bigger special moves.  
♦ The limited sound effects get old after a while.

### INNOVATION

- 6** ♦ Acclaim's plus/minus equals codes, codes, codes.  
♦ As with the SNES version, the WWF formula is getting a bit old.

### GAMEPLAY

- 7** ♦ Six button compatibility makes clearing the ring easier than on SNES.  
♦ You still need to use your head after the screen button-mashing.

### REPLAY VALUE

- 7** ♦ Adjustable difficulty lets you increase the challenge as you gain experience.  
♦ Even punishing people senseless can become frenzied.

OVERALL

71%

## A SECOND OPINION

WWF Raw is probably one of the best wrestling games I've seen for the 16-bit platform, and while I personally don't go in for this type of button-mashing fest, the presentation is well done. Acclaim couldn't have picked a better vehicle for a no-holds-barred, hit-'em-on-the-head-with-a-chair Royal Rumble of a beat-'em up. I agree with Doug for the most part, although I would have rated this title just a tad higher. This game is addictive thumb candy that kids and hard-core wrestling fans alike will eat up. — *Wince*



## RATINGS

### GRAPHICS

- 8** ♦ The wrestlers really resemble the WWF's real-life heroes and villains.  
♦ The animations are a bit on the clippy side.

### MUSIC & SOUND FX

- 7** ♦ Each wrestler has his or her own theme song.  
♦ The "legit" sound effects and crowd noises are really loud for a SNES title.

### INNOVATION

- 6** ♦ New Raw angle, Swerve wrestlers, Mega Moves, and up to four players.  
♦ Despite the additions, Raw appears like the ghost of WWF games past.

### GAMEPLAY

- 7** ♦ If you're skilled at hitting buttons as fast as you can, you're ready for the ring.  
♦ Many of the special moves use the hard-to-keep-held L and R buttons.

### REPLAY VALUE

- 7** ♦ There are more play modes than you can shake a folding chair at.  
♦ Attitude can't be too far off after playing this game a while.

OVERALL

71%

# MIGHTY MORPHIN POWER RANGERS

Publisher & Developer: Sega • now available • \$50-60



Formerly known only as the mysterious *Plaid Ranger*, **Chris Slate** shocked preschoolers (and parents alike) all across

the country when he revealed that the *Pink Ranger* had cooties!

**H**ey, if dancing around to the *Mighty Morphin* theme song is a set of 'Green Ranger' PJs is your idea of a good time, then... my next question would have to be, 'how old are you?' If you answered below the teens, then get set for some hot gamin' action! If not, then what kind of sick puppy are you?

Despite a level of interactivity so low that it can hardly be called a game, fans of the show will absolutely love this title. Sega knew exactly who it was selling this game to, and did an excellent job catering to that audience. Most *Power Ranger* fans are very young, so the game had to be extremely easy to get into and play. Therefore interactivity was purposely kept to a minimum, while the bulk of the game is simply watching action footage from nine different episodes of the show—which is all the kids really want to see, anyway.

So, while the game fails in almost every aspect of traditional gameplay, *Power Rangers* is perfect for the show's young fans. Considering the game's target audience, Sega couldn't have done a better job. **GP**

The Green Ranger is more mysterious than the others 'cause he wears a mask.



For a short time in the 70's the *Power Rangers* were a traveling band called 'Loon Factory'.



Their only hit was 'Pure Evil (Play Away)'.



Older players will be disappointed to learn that no matter how hard you do, the *Power Rangers* never actually die. But the robot gets banged up pretty good, though.



Nobody ever mentions the *Neon Ranger* because of his... problem.



The action consists of hitting buttons when the game asks you to, as video of the *Power Rangers* runs in the background. Not much of a game, but just what PJs fans want.

## RATINGS

### GRAPHICS

**8**

- Like all CD games, video suffers from the industry's smallest color palette.
- But unlike most other Sega CD games, the video is full-screen.

### MUSIC & SOUND FX

**10**

- Kids will love the show tunes, including the *Power Rangers* theme song.
- Since the sound effects are taken directly from the show, they're perfect.

### INNOVATION

**4**

- There are already plenty of other Sega CD games that play just like this.
- Except for the *Power Rangers* themselves, there's nothing else new.

### GAMEPLAY\*

**8**

- The game fails on fundamental levels, but the fans still get just what they want.
- The game is easy enough for younger players to keep up and have fun.

### REPLAY VALUE

**7**

- Playing the game is just like watching the show. Do kids ever get tired of that?
- The same nine episodes may get old, and it doesn't take long to see 'em all.

OVERALL

**76%**

## SEGA CD info

GENRE	action-reaction
PLAYERS	one (like a lot)
LEVELS	9
DIFFICULTY	3 settings
SAVE FEATURE	none
MESS	n/a

# Rise of the Robots

Publisher: Acclaim • Developer: Mirage • now available • \$74.95

**Somehow Doug Brumley got the mad, twisted idea that his Water Pik was secretly plotting doom for all of human kind.**

The Lander droid is heavy and strong. Fortunately, it's short on intelligence.

A powerful upper body contributes to the BRFO3 Builder Droid's ape-like appearance.

As the EGO35-2 Cyborg, you're trying to be the hero of this story.

The Crusher Droid — programmed to destroy malfunctioning droids — is a feared killer.

Overcome the size and speed of the Sentry to get to the Supervisor Droid behind the problems.

Designed for combat, the Military Droid combines heavy armor and high intelligence.

**H**umans aren't the only ones who get a little power hungry. In an effort to streamline operations, Electrocorp turned over the reins of its massive Metropolis Four plant to its highly developed robots. The Supervisor Droid has been successfully managing the day-to-day operations until the EGO virus infected it and now the Supervisor is putting its own goals ahead of its assigned daily tasks.

The Supervisor has infected the other plant droids with the EGO virus and reprogrammed Metropolis Four's

security defenses to create one heck of a potential loss for Electrocorp. But the company has a secret cyborg up its sleeve and hopes that it can remove the rebellious robots and avoid further destruction of company property. Gee, all this grief for one measly factory? What a prime example of the corporate mindset.

As a game that was originally designed for PC, *Rise of the Robots* offers impressive graphics and a solid soundtrack. But the old phrase 'never judge a book by its cover' applies here, since there is not much beyond visual appeal to hold your interest. **GP**

## SNES info

GENRE	Fighting
PLAYERS	1 or 2
LEVELS	6 challenges
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	32



The poor game play and two few special moves leave *Rise of the Robots* far short of any other big name fighting games.



You never see two big buddies going off — even in two player mode someone still has to control the blue EGO35-2 Cyborg.

## RATINGS

### GRAPHICS

- 9** ♦ The rendered graphics are impressive for a SNES game.  
♦ Backgrounds are very detailed but are only one dimension.

### MUSIC & SOUND FX

- 8** ♦ The fast paced — yet occasionally eerie — musical score sets the table.  
♦ The "ping" and "clang" of metallic battle become quite repetitive.

### INNOVATION

- 6** ♦ As with DMC, this game shows what can be done on a SNES.  
♦ Beyond the glitz, it's another poor fighting game.

### GAMEPLAY

- 4** ♦ How come these robots have only two special moves?  
♦ Control isn't as responsive as it needs to be to make this game enjoyable.

### REPLAY VALUE

- 3** ♦ Even if you actually enjoy it, there are only six challenges.  
♦ One player must be the male cyborg while the other can be any robot.

**OVERALL**  
**46%**

**This is a Bible.**



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# Bassin's Black Bass

Publisher: Hot B • Developer: Starfish • available now • \$22.95



To spite us for not allowing him to do field research for this game, Doug Brumley has brought a pun-gent fish lunch each day for the past month.

Rise and shine, all you anglers. Starting at 7 a.m. you've got nine-and-a-half hours to comb Green Valley Lake and haul in the best selection of five bass. If the combined weight of your stringer ranks in the top three after the weigh-in, then you're off to the next fishing tournament.

There are a total of four fishing tournaments, each at different venues, culminating with the Bassin' World Championship. Each body of water is full of obstacles and vegetation which fish just love to gather around. The trick is to use the right lure and right technique to draw the bass out and convince them to bite. A fishing background is helpful, but a trusty backwoods guide offers to accompany you and show you the ropes, as well as the hot spots.

The graphics and sound come much closer to simulating the fishing experience than you might expect. Bird, frog, and water sound effects add to the atmosphere but it's the overhead view of the well-animated lake that allows you to see the fish and underbrush that lie beneath the surface. Fish



Meters on the right of the screen help you judge when to fight a fish and when to let it run. The color of the meters indicates how tired each party is becoming.



Once you choose competition in one area by catching a fish it's best to move your boat to an area of the lake where the fish are less suspecting.

range from dim shadows to detailed outlines depending on how deep they are. Meters for the fisherman and a hooked fish help determine when to be aggressive when reeling one in and when to let it run to avoid snapping the line. There are even realistically frustrating periods where there's hardly a nibble, but that's why you take a cold six pack of beer with you. I wouldn't say it's as enjoyable as fishing itself, but it's as close as you can get without a boat or hip waders. GP



Before you enter the first tournament you get to customize your angler with everything from name to facial hair.



Weighing in is what it's all about and you'd better be on time. You're penalized a pound for each minute that you're late past 4:30 p.m.

## RATINGS

### GRAPHICS

- 8**
  - ◆ The water ripples along with the fish animations, adding a lot of realism.
  - ◆ Customizing your own appearance is a nice touch.

### MUSIC & SOUND FX

- 8**
  - ◆ Frogs, birds, winddrops, and wind—Hot B packages nature in a cart.
  - ◆ Reel or the boat's motor may have you reaching for the mute button.

### INNOVATION

- 7**
  - ◆ You certainly don't see many fishing games nowadays...
  - ◆ ...but this one's not much different than earlier Hot B fishing games.

### GAMEPLAY

- 9**
  - ◆ Well designed meters show you how tired you and the fish are.
  - ◆ Realistic mishaps—like caught and broken rods—take time to repair.

### REPLAY VALUE

- 8**
  - ◆ Every trip onto a lake is different.
  - ◆ In those days of short attention spans, video game fishing may prove too slow for some of you.

## SNES info

GENRE	fishing
PLAYERS	1
LEVELS	4
DIFFICULTY	medium
SAVE FEATURE	save anytime
MESS	16



Each lure works best in a specific situation. But if you break it or lose it to a fish there's no replacement while you're out on the lake.

OVERALL

84%



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## **SUPER** STAR WARS **RETURN OF THE JEDI**



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# IRON HELIX



He's mastered the use of radio-controlled cars, planes and boats, but now Vinny DiMiceli is about to take control of his greatest RC toy — a space probe on an infected spaceship.

## SEGA CD Info

GENRE	action
PLAYERS	one
LEVELS	4
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	n/a

**O**kay, so what's a helix, anyway? According to Webster's Dictionary, *Iron Helix* means a "space-age game of hide and seek." Well, not really. But for the most part, that's what this game is. When you're not trying to avoid an annoying

defender intent on terminating your probe, you're looking for the many clues stashed around the craft that help you complete your mission. When you finally succeed in seeking out all of these hidden pointers, the game is completed. Obviously, finding the clues isn't all that easy.

*Iron Helix* can be a tedious game. Everything has to be

checked out, and if you leave any stone unturned, you never get to the end. You really have to be a master detective to get this game done.

So now we come to the big question — is it any fun? That's what we buy these games for, right?

Frankly, it isn't. For a game that should be filled with action, it has very little. And, because it's on CD, it moves very slowly. Even the explosive ending takes way too much time.

*Helix* requires patience and time. To beat it, you have to check out everything. If you're capable of doing that, then *Iron Helix* is for you. But if you want the instant results you can only get from winning the lottery, pass this game up. **GP**

The opening sequence is cool, but once gameplay begins things quickly go down hill.



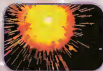
The probe locates some DNA and picks it up at your command.



Your probe's mechanical arm is used to plug into data ports to get information and to pick up the DNA.



Your only defender against the guardian of the ship is to run and hide.



Or you can take a whiff of the armist.

If you do fail on your mission, it's downsize for the once peaceful earth-like planet.



In the bathroom you can see yourself in the mirror.



## RATINGS

### GRAPHICS

- 7** ♦ The highlight of the game. Everything looks movie-like.  
♦ I just wish the game itself was as good as the graphics are.

### MUSIC & SOUND FX

- 1** ♦ What sound effects this game offered were lame...  
♦ ...and during the game, the music was non-existent.

### INNOVATION

- 4** ♦ There are already plenty of other Sega CD games that play just like this.  
♦ Except for the Power Rangers themselves, there's nothing else new.

### GAMEPLAY

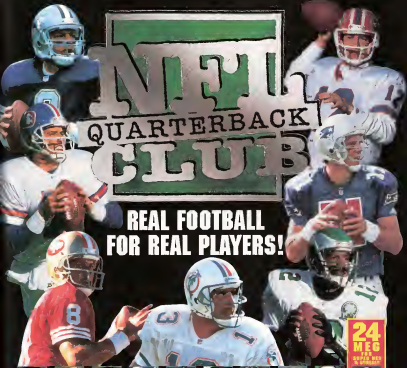
- 5** ♦ As with most CD games, the intro sequence is interesting...  
♦ ...but then things tend to go down hill, ending up in a slow, stagnant state.

### REPLAY VALUE

- 3** ♦ With patience and time, you'll be able to continue.  
♦ To meet, results won't come quickly enough, and interest will be lost.

OVERALL

**48%**



**24  
MEG**  
100%  
SPEED  
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# TIN STAR



After blasting Lethal Enforcers 2, we felt Vince Matthews was the perfect candidate for Nintendo's latest addition to the shooter category — Tin Star.

Once again Nintendo serves up brilliant family-oriented fun as only they can with Tin Star, the latest addition to the Super Scope game library.

The adventure takes place in the old west, with Nintendo's newest character, Tin Star, in the lead role. You control Tin Star's trusty six-shooter as he cleans up East Orinwood, a tiny old town that's filled to the brim with those evil cattle punchers, the Bad Oil Gang.

As far as shooters go, Tin Star is one of the most entertaining we've seen in years. With characters that resemble distant cousins of the Muppets and plenty of tongue-in-cheek humor that's guaranteed to keep everyone in the family rolling with laughter, this cart is packed with rip-roarin' fun. In addition to being compatible with the Super Scope and regular control pad, Tin Star is also mouse compatible, so if you have a Nintendo mouse (it came in-packed with Mario Paint), you can really enjoy this title. While it's still only a shooter and no new ground has been covered, I've always considered Nintendo the Disney of the video game industry and again it delivers an incredibly polished product that's well worth a look. **GP**



Bonus stages give you extra cash, here you must keep the jug in the air and your finger on the trigger...



It's a shootout with Black Bart in East Orinwood. How quick's yer trigger finger, pancer?

Fill Bart with holes and survive another day in Orinwood.



Tin Star must stop the Bad Oil Gang from hijacking the oil train, why? Well, it's loaded with coffee and Tin Star just loves coffee.

## SNES info

GENRE	shooter
PLAYERS	1
LEVELS	7
DIFFICULTY	adjustable
SAVE FEATURE	yes
MEGS	16



Snake Oil's trying to make a full break! Fill 'em full o' lead, Tin Star!



A full cast of characters, including the beautiful Maria, round out an adorable game.

## RATINGS

### GRAPHICS

- 8** Again, Nintendo's characters grab the player's imagination and fancy bones.  
 + Candy graphics and backgrounds make this game a joy to play.

### MUSIC & SOUND FX

- 8** From Tin Star's opening theme music this game's music delivers atmosphere.  
 + There's just four words to describe this — authentic, cool sound effects.

### INNOVATION

- 4** It's just a shooter — there's nothing new here.  
 + Nintendo could have thought up some interesting twists on this genre.

### GAMEPLAY

- 8** Other shooters should make their titles mouse-compatible too.  
 + You only have to reload the gun during the quick-draw. Heeey!

### REPLAY VALUE

- 8** Tin Star is a whole lot of fun and a blast to play.  
 + Several endings will keep you coming back and giving Tin Star another shot.

OVERALL

**80%**

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## NEWCOMERS RESERVE ICE TIME

Two more hockey titles have entered the rink. Sony Imagesoft's *ESPN National Hockey Night* and Sega's *NHL '95* (at left) hope to knock some of the wind out of titles like *Brett Hull Hockey* and the current frontrunner, *NHL '95*. Does either one have what it takes to seize the Stanley Cup? Check out our upcoming issues to find out!

**GP SPORTS**  
*Doug Brumley,  
Editor*

**Doug Brumley,**  
Editor

# NBA LIVE '95

**Publisher & Developer:** Electronic Arts •  
now available • \$59.95

There was a time when Genesis sports games blew away their SNES counterparts when the same game was released on both systems. The SNES version of NBA Jam may have been the turning point though, and now it seems that more and more SNES sports titles are overtaking the Genesis effort.



Good luck trying to steal the ball. You can stand in front of the half-carrier, forever and still be away in no time.

Take, for example, *NBA Live '95*. The SNES version of this game could arguably be the best sports game available today (see SNES review in 7.4.12), but the lack of control in the Genesis *NBA Live '95* has a noticeable effect on the game's playability and overall gaming enjoyment.

The problem arises from the system itself. The extra buttons on a SNES controller provide for a very advantageous start button, but the Genesis controller forces the programmers to pick too

many commands into three buttons. Stealing is therefore quite difficult on the Genesis, and most offenses can usually pass, dribble, and shoot without much threat of losing the ball. On the other hand, the shooting motion is faster on the Genesis and makes it easier to get shots off, and the rosters on the Sega version are more updated. For example, Horace Grant is suited up for Orlando instead of Chicago.

There are a few other significant differences apart from control as well. Due to the Genesis' limited color palette, the SNES version has better graphics, and



The Geese-9000 reflects certain player movements that weren't included in the SNES version.

the SNES' sound capabilities outshine those of the Genesis. And if you're into multi-player action, there is a host of four players on

Genesis while up to five SNES players can join each other on the court, filling out a five-man team.

## RATINGS

- GRAPHICS
- MUSIC & SOUND
- BELLS & WHISTLES
- CONTROL
- REPLAY VALUE

**OVERALL 89%**



While the Genesis shooting robot is much quicker than its SNES counterpart, most of the subroutines — including dunks — are the same.

***Game  
players***

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**PLANNER**

February - July



## FEBRUARY 1995

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
HOT 32X RELEASES THIS MONTH * FIFTH WHEEL GAMES * GOLF MANSION 32X HOLIDAY * * METAL WARRIORS * MIGHTY HAWKS * MIGHTY HAWKS * CRAMPUS * NIGHTMARE			1	2	3	4
5	6	7	8	9	10	11 <b>VEGAS WEEKEND!</b>
12 <b>LINCOLN'S B-DAY</b>	13	14 <b>VALENTINE'S DAY</b>	15	16	17	18
19	20 <b>PRESIDENTS DAY</b>	21	22 <b>WASHINGTON'S B-DAY</b>	23	24	25
26	27	28	HOT RELEASES THIS MONTH * NEW 32X RELEASES * NEW 32X * * HOCKEY * HOCKEY * HOCKEY * HOCKEY * * HOCKEY * HOCKEY * HOCKEY * HOCKEY * * HOCKEY * HOCKEY * HOCKEY * HOCKEY *			29-31



• LUNCH W/  
TAILS @  
2:00 P.M.

• PROGRAM  
KNUCKLES 2



### APRIL

Sunday	Monday	Tuesday
1	2	3
4	5	6
7	8	9
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25	26	27
28	29	30

ALL RELEASE DATES SUBJ



# me jers

## MARCH 1995

Jan/Feb	March	Thursday	Wednesday	Thursday	Friday	Saturday
1 11/10/94	HOT RELEASES THIS MONTH • COLLIDE BARATALLANS • GOLF COURSE • TEMPOZZO • RICHMAN & SCHNEIDER • SONY AD • SONY ACTION/ADVENTURE • SONY BUSINESS • SONY JAZZ/CLASSIC • SONY PICTUREBOOK CD		7	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17 HUNT EASTER ...BUT...	18 KITE FLYING WEEKEND
19	20	21	22	23	24	25
26	27	28	29	30	31	1995

## APRIL 1995

Monday	Tuesday	Wednesday	Thursday
HOT RELEASES THIS MONTH • COLLIDE • PEEK-A-BEAM • GOLF COURSE • SONY AD • SONY ACTION/ADVENTURE • SONY BUSINESS • SONY JAZZ/CLASSIC • SONY PICTUREBOOK CD • SONY PICTUREBOOK CD • SONY PICTUREBOOK CD			1 KICKSTARTING WITH SONIC
6	7	8	
13	14	15 EASTER WEEKEND	
20	21	22	
27 BUY SECRETARY FLOWERS	28	29	

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## MAY 1995

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5 MAY DAY FOR MEXICO	6	
7	8	9	10	11	12	13
14 MOTHER'S DAY	15	16	17	18	19	20
21	22	23	24	25	26	27 BUILDING WITH BRICKS 2
28	29 MEMORIAL DAY	30	31	HOT RELEASES THIS MONTH *SUPER COLLEGE KICKING GAME *HAPPY SCHOOL FOR DANCING		11 V



• LUNCH W/  
TAILS @  
2:00 P.M.

• PROGRAM  
SONIC 4



### JUN

Sunday	Monday	Tuesday	Wednesday	Thursday
1	2	3	4	5
6	7	8	9	10
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ALL RELEASE DATES

# me pers

## JUNE 1995

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
MAY	HOT RELEASES THIS MONTH *ADVENTURE TIME: SONIC SHAMUSO *CLASH 2: NEW INFORMATION *THE CRIBBINGHAM *BURNING RINGS & BURNING RINGS: BURN *APPROVED FOR PUBLICATION: READ			1	2	3 WEDNESDAY
4	5	6	7	8	9	10
11	12	13	14 THURSDAY	15	16	17
18 FRIDAY	19	20	21	22 SATURDAY	23	24
25	26	27	28	29	30	1 JULY

## JULY 1995

Sunday	Monday	Tuesday	Wednesday
			1
6	7	8	SEGA PROMO PROMO EQUIP PROMO EQUIP PROMO EQUIP
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20	21	22	
27	28	29	

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# X-MEN<sup>®</sup> 2

## Clone Wars

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Game  
players

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# FIFA INTERNATIONAL SOCCER '95

**Publisher:** Electronic Arts •  
**Developer:** Extended Play •  
**now available • \$59.95**

**W**ell, last year EA Sports put soccer on the video game map with the most realistic soccer simulation ever created, *FIFA International*.



You can leave hurt players in the game, but since their injuries cut their abilities in half, they won't be very effective.

**Soccer.** Now they're back with the second in the series, *FIFA International Soccer '95*, and have solidified their hold on the soccer game market.

At first glance the most noticeable addition comes in the form of new animations. Detailed and realistic graphics contributed heavily to the appeal of the original, and both the athletes and crowd have been given new moves. But even if you couldn't see the crowd waving their flags and holding their banners, you'd still know they were there by the incredible crowd chants and songs that fill the stadium during a match. New sound effects make goals an even more celebrated event, with "goalsooooo!" (an air horn, and firework noises attributed to each of the three Genesis buttons). You can mix or match sounds as you like or go for the world record "goalsooooo!" call until play resumes at the kickoff!

The pace of the action remains basically the same, although the ball seems to spend

less time on the ground and more time travelling from head to head. A volley kick, which is used for balls that approach below the waist but don't hit the ground first, has also been added for more realism. Players are susceptible to injuries that halve their normal abilities and set plays can be used on the ensuing free kicks to increase the chance of scoring. While the goalies are often quite solid in net, they will give up the occasional rebound so fullbacks must remain alert. The only problem with control snags when switching from player to player. The computer automatically switches to the player it believes is closest to the ball, but often that is not the best player to make the play. This crops up the most on defense but occasionally occurs when you're trying to beat an opponent to a loose ball.



Game stats, along with scoring and foul summaries, are maintained, but there are no scoring tabs for players during league, playoff, or tournament play.

The field has been increased to 64 international teams — 24 more than in last season's *FIFA* — split over nine leagues for use in friendlies, leagues, tournaments, and playoffs. The '95 version retains the wide variety of adjustable options, full player compatibility, and the overall



The valley kick is not only one of the new animations in *FIFA Soccer '95*, but it is also an effective way to distribute the ball.



This screen pops up automatically during free kicks, allowing you to choose from a selection of set plays instead of just kicking the ball.



By altering your team's formation and strategy, you can improve your chances against any team you face.

simple pick-up-and-play design of the original but uses slight improvements in a number of areas to repeat as the reigning world soccer champ.

## RATINGS

- GRAPHICS
- MUSIC & SOUND
- TELLS & WHISTLES
- CONTROL
- REPLAY VALUE

**OVERALL** 95%

# NFL QUARTERBACK CLUB '95

**SNES**

**Publisher:** LJN •  
**Developer:** Iguana •  
now available • \$74.95

**GENESIS**

**Publisher:** Acclaim •  
**Developer:** Iguana •  
now available • \$64.95

Just like goalies in hockey or catchers in baseball, NFL quarterbacks are a different breed. For proof, look no further than the NFL Quarterback Club, an exclusive collection of professional players that has separated itself from the NFL Players Association, even to the extent that it has its own license.

Although it seems like Acclaim acquired that license years ago, NFL Quarterback Club '95 is just now hitting the store shelves for the SNES and Genesis systems. Park Place Productions was originally slated to design the game but internal troubles with the developer forced Acclaim to take the product back in-house and reevaluate it. Now, with Iguana at its corner — you may remember Iguana from its work on the SNES and Genesis versions of NBA Jam — Acclaim has a very promising finished product on its hands.

It's tough to carve out your own niche with titles like EA Sports' Madden NFL '95 and Sega's NFL '95 setting the standard NFL Quarterback Club '95 doesn't quite hang with that company, but it is a fun football simulation that offers many unique features. This three-in-one game combines a quarterback competition, action-packed on-field competition,

and thirty reality-based scenarios. Quarterback Club does it all very well.

The 19 quarterbacks featured are the only actual NFL players in the game. Each QB has realistic strengths and weaknesses or you can create your own and develop his abilities through the quarterback challenge. The challenge, which is based on the actual annual competition, tests the signal callers in four areas:



Both versions are designed alike, but the Genesis Quarterback Club (left) takes in comparison when it comes to colors, animations, and sounds.



accuracy, speed and mobility, distance, and read and recognition. The control in this section leaves a little bit to be desired. But possibly the game's neatest feature is the ability to import your

customized quarterback from this section into a team for the exhibition game section.

The game also offers possession, season, playoff, and pro bowl options, each selection leading to a well-designed football game. The game is simple to pick up and play. To make play-calling easier, the playbook menu begins with short,

medium, and long choices. Once you select which distance you plan to cover or protect, you are given a list of formations. There are only a few plays under each formation, but unlike most football sims, there are a large number of special team plays for kickoffs. Each of the nineteen quarterbacks have also inserted their own signature play into his team's playbook.

Player animations are crisp and detailed and also add to the realism. Fumbles are locked around and dived on instead of being scooped up and returned. Spins, hurdles, and speed bursts allow runners to elude tacklers, while dives and jumps allow defenders to hold their own.

The third area of the game features thirty game-based simulations that put players — Quarterback Club allows up to five people to play simultaneously with



Thanks to a simple design, play selection is really easy. The only drawback here is a shortage of plays and/or each formation.



Once you create your own QB, built up his abilities in the quarterback challenge, then import him into a real game.



Eleven of the league's top QBs, complete with accurate ratings and stats, are at your disposal.



The speed and mobility competition — one quarter of the quarterback challenge — requires you to run, jump, duck, and accurately throw while reeling the clock.

an adapter — into crunch time situations. Can you change the outcome of Super Bowl I and lead Kansas City past Green Bay?

The only difference between the SNES and Genesis versions of



NFL Quarterback Club '95 actually enters three games in one.

the game arise in the areas of graphics and sound, where the Genesis lags a bit behind its Nintendo counterpart. But either way you go, NFL Quarterback Club '95 is a title worth checking into.

RATINGS	
8	GRAPHICS
8	MUSIC & SOUND
9	BELLS & WHISTLES
8	CONTROL
8	REPLAY VALUE
<b>OVERALL 84%</b>	

RATINGS	
7	GRAPHICS
7	MUSIC & SOUND
9	BELLS & WHISTLES
8	CONTROL
8	REPLAY VALUE
<b>OVERALL 81%</b>	

# MADDEN NFL '95



**Publisher:** Electronic Arts  
**Developer:** High Score •  
**now available • \$59.95**

**A**fter locking myself in a room for two weeks with only the SNES and Genesis versions of Madden NFL '95, I came to two conclusions: first, the SNES version is slightly better than the Genesis, and second, extreme hunger leads to wild hallucinations.

But seriously, after playing both Madden (see SNES review in 7/91) it's apparent that the Genesis version just doesn't quite



Make your way to the playoffs to see a bit of Madden's childhood hardware.

graphics and crisper sound effects, besides providing for five player simultaneous play instead of the Genesis' four player option. The

Genesis version also lacks a long-time meter which appears during punts on the SNES Madden. The Genesis version does, however, include almost every player name on the team rosters whereas only the numbers of players are listed on SNES version.

While SNES owners get a few extras when they buy Madden NFL '95, Genesis owners shouldn't despair.

Apart from the slightly less impressive graphics and sound there is little else about the Genesis version that has a negative effect on the excitement level



Genesis owners won't be treated to the sound and musical quality of the SNES Madden '95, but they certainly won't be sold short on game play.

match up, it contains all the great new additions made for the '95 edition — windowless passing, over 100 player injuries, and a new Madden-designed defense — but there are certain SNES features that are definitely missing in the Genesis product.

For example, the sudden death mode, in which the first team to score wins, is absent from the Genesis version but present on the SNES. The SNES Madden also offers sharper, better animated



One advantage the Genesis Madden NFL '95 does have over the SNES version is the inclusion of most player names instead of merely numbers on the list of stats.

RATINGS	
8	GRAPHICS
8	MUSIC & SOUND
9	BELLS & WHISTLES
9	CONTROL
9	REPLAY VALUE
<b>OVERALL 92%</b>	



# NHL '95

**Publisher:** Electronic Arts •

**Developer: High Score • now available • \$64.95**



Recolored animations give the game an entirely new feel, and look especially nice with the DSX's latest palette of colors.

**D**espite the icy surface, my brain is still burning after playing the hot Game Boy version of NFL '95 (see review in 7.11). Now it's time to turn our attention to the SNES version though, and unfortunately for SNES owners — as has been the case throughout the length of the series — on a par with its Game

The game moves much faster on the SNES, which can be good or bad depending on your preference. I found that the action was so fast that I was missing body-checks and overskating the puck, but some players believe the speed makes the action even hot-

tor. From a control standpoint, the line change button is the Select button instead of one of the conveniently located L or R buttons. And despite the better sound capabilities of the SNES, the sound effects are weaker than on the Genesis version.

Player trades are often more difficult to execute on the SMES.

Although you can't see it from this still picture, the SNES version of NHL '93 moves at a much faster pace than its Genesis relative.

version since you are subjected to the strict requirements of an arbitrator. If one team benefits by more than a few player rating points from a trade then the trade will not be allowed; yet in the Genesis version you can go ahead and execute the trade regardless of the arbitrator's decision.

If you're a SNES owner anxious to get your hands on a great hockey game, then the seasonal play and trading options make *NHL '95* the best yet. But, on the other hand, if you're planning on buying based on what you've seen the Genesis version do, then you might be a bit disappointed.

## RATINGS

- 1 GRAPHICS
- 2 MUSIC & SOUND
- 3 BELLS & WHISTLES
- 4 FOOTNOTES
- 5 RESERVATION VALUE

**VERALI 90%**

## DARE TO COMPARE

Over the course of the past couple of issues we bestowed the Ultimate Award upon three recent EA Sports releases. This month we've put them up against their counterparts on the opposing 16-bit system. Here's a side-by-side look at each version along with our pick for the best, most exciting simulation of the sport.

SWES GP Sports Pick Bengals

**NBA LIVE '95**

reviewed 7912, Rating: 67%



reviewed this listing. Rating: 89%

**MADDEN NFL '95**

reviewed Title: Rating: 92%



reviewed this issue, Rating: 92%



## NHL '95

reviewed this issue. Finding 90%



recovered TWT 1: Rating: 95%



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# SOMETHING OLD SOMETHING NEW



Once again, **Jeff Lundrigan** dives into his pool of enlightenment to bring you the latest on what's new with what you've seen before.

## Ecco II: The Tides of Time

Publisher & Developer: Sega of America • \$60-65

**D**epending on who you asked, *Ecco: Tides of Time* for Genesis was either fun or frustrating. Personally, I've always kind of liked the little guy, although controlling a swimming dolphin isn't as intuitive as making a small furred animal run somewhere.

*Tides of Time* for Sega CD is almost identical to the Genesis version, except that the graphics have a lot more depth, and the music is much better. The real advantage though, is that *Tides of Time* for Sega CD adds a series of 'history glyphs,' — mystic crystals which trigger rendered animation sequences, showing Ecco's life story.

These scenes, where Ecco meets with killer whales and →



When comparing these Sega CD screens to their Genesis counterparts, the CD version comes out way ahead. Listen close, and you might notice that the music is a lot better too.

## Rise of the Robots

Publisher: Time Warner Interactive • Developer: Mirage • \$40-50



There are a couple of interesting intro screens, but the game has little else to offer.

The main problems are not-so-hot control and poor animation.



GP RATING **40%**

**T**his is probably one of the more disappointing titles of the last year. After being hyped to the skies, mostly for its rendered look, the final game falls short in lots of different categories, including animation and control.

But if the SNES version didn't live up to its potential, the Game Gear version is the pits. Trying to keep up with what little action there is (there seems to be less than four frames of animation per move) on a tiny four inch screen is enough to induce migraines. Stay away.

Rise of the Robots' main claim to fame is its rendered look. On the Game Gear's tiny screen, even that doesn't help much.

### GAME GEAR info

GENRE	fighter
PLAYERS	1
LEVELS	6
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	4



→ other undersea creatures, have absolutely no effect on game play, but at the same time are so completely charming they're almost worth the price of the disk by themselves. OK, so it's just a little extra something that shouldn't matter, but if you like *Ecco* anyway, the CD version is definitely the one you should pick up.



The real advantage the CD version has over the Genesis is the addition of a number of rendered animation clips. They add nothing to game play, but they sure are wonderful to watch. You laugh, you cry. Bring the kids.



*Video of Ecco adds a new perspective where you control Ecco from behind. Nice idea, bad execution. Controlling our little flipped bird through these sections is about as tough as you could possibly imagine.*

## SEGA CD info

GENRE	action
PLAYERS	1
LEVELS	40+
DIFFICULTY	challenging
SAVE FEATURE	password after each level
MEGS	n/a



GP RATING **78%**

## seaQuest DSV

Publisher: Black Pearl • Developer: Sculptured Software • \$55-65

This combination of action, strategy, and resource management has more than enough goodness to satisfy anyone. As far as the Genesis version goes, it's nearly identical to the SNES version we reviewed a couple of months ago.

The game's structure is basically the same — cruise around the ocean in the seaQuest, blast enemies, and find the mission area. When you get there, you decide which of the eight mission vehicles are best suited to accomplishing your goals, then pilot them out and try to complete the mission.

It should be said that, in all fairness, the SNES version both looked and played better than this one. The differences are minor — subtle difficulties in



For each mission, you can choose from one of eight different vehicles to get the job done, including little *Damen* — lots of dolphins in games these days, huh?

Although the seaQuest moves around in a 3D, *Desert Strike*-style perspective, the actual missions are side-scrolling action.

Here we are, looking around the bottom of the sea, doing good wherever we go — not as easily as we might have if we'd been doing this on a SNES, but we're still havin' some fun, eh kids?

## GENESIS info

GENRE	action/strategy
PLAYERS	1
LEVELS	15
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	16

control and the graphics aren't as colorful — but they don't spoil the game at all. If you have a choice, pick up the SNES cart, but the Genesis version is still full of undersea goodness. GP



GP RATING **82%**





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# TRICKS AND TIPS

## ANAMANIACS

It's not so tough being a toon with our terrific tips!



## MEGA MAN X<sup>2</sup>

Stun this super sequel with our scintillating strategy!



## SEAQUEST DSV

We dive deep into this underwater adventure!



## SNATCHER

If you can't trust anyone, try our tactics!



## SUPER PUNCH-OUT !!

You can be the champ, if you let us be your ringman!



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**Video game vampire Mike Salmon stalks the gaming halls at night, searching for blood, eternal life, or at least extra continues!**



By now, all your New Year's resolutions have been broken, the holiday spirit has passed, and those great new games you got for Christmas are getting a little stale. I can't do a thing about your weak moral character or the inevitability of post-holiday depression, but I can stuff your empty stockings full of codes that are sure to enhance your video gaming experience, if not your life.

If all goes as planned, 1995 is gonna be the year of the code, and the only place to satisfy all your code needs is right here in Codebreakers. Keep calling and sending in all your codes and you can be a part of something big, maybe even bigger than we know! So, whether you enjoy the codes, live for the codes, or just enjoy leaving psychotic messages on my voice mail, you need to make yourself heard! Now, lets get started! Here come the codes!!

*Mike*

## SHOCKWAVE

Electronic Arts for 300

### A Wave of Passwords

These passwords are sure to give this high-tech shooter some new life. Get extra weapons to help you through the incredibly tough (but awfully repetitive) levels.

To put in passwords, press the pause key when playing, then enter passwords using the A, B, C buttons. Then press the **Quit** button (square). If the password is correct, the game won't quit.



**ACOMANAAA** gives you the ever-useful smart bomb. Unfortunately, this is valid only once a mission.



The master password is **BACCAA**. You must enter this first to use any other passwords. With this password, you get two more missions like this.



**CANMAGA** gives you this super laser — feel the power!



**AMAGAAA** isn't just a classic Genesis alien — it's also a password that makes you invincible. Now you can run the money to save some aliens.



### Code Monkey of the Month

Like any good code Monkey, Taylor Nichols of Mesa, Arizona wasn't happy just to have

*Sonic & Knuckles* in *Sonic 2* and *3*. No, he wanted more, so he started monkeying around (as all monkeys do) by putting all kinds of carts into *Sonic & Knuckles*. What he found was four totally new bonus levels if you have the proper carts. Our hats are off to our first desert Code Monkey, and for his courtesy he's gonna be enjoying games with a brand new Asac Pad! Yahoo!



Plug Sonic the Hedgehog into your open-ended *Sonic & Knuckles* cart and this colorful cast of characters taunts you.

### GET BLUE SPHERES!



Ah, but if you press **A**, **B**, and **C** simultaneously this screen appears and by pressing the **A** button you can pick to be Sonic or Knuckles.



Press **Start** and this all new maze is yours for the taking.

**Game Genie Codes**
*Available for Genesis*
**EARTHWORM JIM**
*Playables for Genesis*
**G73W-LAAT  
J49W-LAAT**

No air loss in Sea Pod  
No damage to Sea Pod  
from running into walls  
Start with 7000 Plasma  
shots — 1st life only  
Start with 7000 Plasma  
shots — 2nd life and after  
Start on Pater Puppy

**G82W-JAHO**
**G89C-KRME**
**A79C-JADY**
**Game Genie Codes**
*Available for SNES*
**SUPER PUNCH OUT**
*Playable for SNES*
**G2AB-DPFD**

Bonus special moves don't  
hurt as much  
Infinite rematches  
Start with half energy

**G28B-B4AS  
489C-6PFD**
**Game Genie Codes**
*Available for SNES*
**SYLVESTER AND TWEETY  
IN CAGEY CAPERS**
*Playable for Genesis*
**A6ZA-GAAS + AATA-GAAS**

Get an extra life  
at 34,464 points

**B6AT-CA2S**

Fish bowls rotate  
full health

**FT3A-CD2S + FT3A-CD2C**

Sylvester can  
take a lot  
more hits

**AYCT-AAAS**

Start on level 50 —  
Hyde and Shrink Two

**Game Genie Codes**
*Available for Genesis*
**ANDRE AGASSI TENNIS**
**19C 60F F7B**

Agassi starts with 21 back  
hand strength

**19C 60F CAE**

Agassi starts with 21 back  
hand accuracy

**19C 70F F7B**

Agassi starts with 21 fore  
hand strength

**19C 70F CAE**

Agassi starts with 21 fore  
hand accuracy

**19C 80F F72**

Agassi starts with 21 serve  
strength

**19C 80F CAE**

Agassi starts with 21 serve  
accuracy

**Game Genie Codes**
*Available for Game Boy*
**WILD SNAKE**
**Bullet Proof for Game Boy**
**342 FEB 2AA + 002 7FD 3BD**

Snakes are shorter

**355 DFD 081 + 355 E1B C4B + 366 E2D 19A**

Collect one snake in King-cobra mode and  
finish the level

**355 53B 081 + 015 54B C47 + 006 56B 771**

Speed is very fast


**Game Genie Codes**
*Available for Genesis*
**SONIC & KNUCKLES**
*Playable for Genesis*

The following codes are for Knuckles in *Sonic  
The Hedgehog 2*

**AX8B-AATW**

Knuckles doesn't lose  
rings when hit  
Infinite time  
Rings worth eight  
infinite lives  
High jump for Knuckles

**WVLL-GA2Y**
**SD8T-BATZ**
**JV1D-CA2W**
**PV1D-CA2C**
**SYLVESTER & TWEETY**
*Playable for Genesis*
**Warping Putty Tail!**

With this trick, you can jump Sylvester directly to  
level five at any time. Good luck!

Start the game and  
pause at any time.



Once you're paused,  
press A, A, A, B, B, B, A,  
then press Start.

You warp directly to level five — Hyde  
and Shrink. My, how Tweety has grown!

**CLAYFIGHTER TOURNAMENT EDITION**
*Available for SNES*
**Clay Codes!**

With this little trick, you can access an options  
screen that should be available without a code. No  
blood code, no stage select, just your usual speed  
and difficulty.

**OPTION MENU**

← GAME SPEED →  
1 2 3 4 5 6 7 8

DIFFICULTY  
EASY MED. HARD

TIMER: ON

BUTTON CONFIG.

Plug in Ecco 2 and this  
bonus level is available.



Dr. Kakebiki's Moon Beam Machine is a per-  
fect fit and gives you this bonus level.

Put Dynamite Nerdly  
in the slot and you get  
this level.

Select your fighters  
then press Select and  
Left at the same time.  
This options screen  
appears. Wow!





## READER TIPS

## WAY OF THE WARRIOR

## Naughty Dog for 300

Joseph Taylor of Vallejo, CA, sent us these passwords that allow you to play as the bosses and enjoy a psychedelic background. Hey, way to go, Joseph! Good work!



At this screen enter the following info — A  
Garvin July  
19th, 1929.



Put in J Rubin Jan 6 1970 and you gain access to the other box and all the movies that come with it.

[illegible]

Jim Henderson of Little Rock, AR sends us a couple of passwords that allow you to get out of the Pac house and play the classic arcade games without wandering around to find them.



Enter **PCANONY** and you're able to play Pao in the original Pac-Man.



Enter 0 (The Pac Symbol) BP-3.00 and you can skip right to the final level, and you can see what Pac is made of.

## X-MEN

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

### Passwords for Mutants

Get to face all the mutant baddies, even if you're having trouble completing the very difficult first level. Thanks to our own Chris Sato, who compiled these passwords as he beat his way through this game.

At this password screen enter all the following passwords. The first letter in the name of the mutant is what we put down, (ex. C=Cydhap)



**PCAMPSM** puts you face to face with Task, Cynique and his optic beam in the wise choice for victory.



**GONGWILIA** brings on Exodus.  
The Beast holds the cards on  
this boss.



## GIVE US A HAND

You're gonna be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tip and you get your name in print, too. So if you've discovered a cheat, got it down on paper and got it in the mail to us at: **Codebreakers, Game Players! 1350 Old**  
**Ironbark Highway, Suite 210, Southlake, CA 94060** or call the Codebreakers at (415) 330-5245.

## YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Taylor Nichols**, from **Mesa, Arizona**, who scores a controller for his Sonic & Knuckles car-swapping track.

If you want to be a contender for Code Monkey of the Month, remember to include the systems you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, hardware not included!



Now there's no reason for you not to use it in your control. The ASCIPad is the ultimate in controlling action!



# EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST- WANNABE!



Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of gross goop into a thousand jiggling chunks?

Join the Blood Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Ashtyria.

But be warned... Once you dish your 50,000 watts down some festering monster's gullet, you may never have the desire to go rollerblading again.



This guy looks like he's a *mean* a ghoul! Saw him, then plaster Cörper all over the place.

With your partner and team up for a splatterthon in 2 Player Cooperative mode.

It's. Intense. In fact, you're pretty grossed. You'll need all the plasma in your cannon to zap this creep.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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Distributed Exclusively by: JVC Audio Systems, Inc. The Licensing Agreement  
between LucasArts Entertainment Company and JVC Audio Systems, Inc.  
are registered trademarks of JVC Audio Systems, Inc. All other trademarks are  
property of their respective owners.



**The huge cart fell, gaining speed as it toppled from the Empire State building. It hit the ground with a huge noise. "It wasn't the planes that got him, it was Jeff Lundrigan that killed the beast!"**



And before it hit him, the map to Turb: back the northwesterly head of Zoltie for "Some Day. This pretty much clears up everything. I've never been asked about that game, so now I can get it down and forget about it — unless, that is, I start getting interested in something else that isn't clear. In any case, I'm slowly starting to work through the huge pile of Final Fantasy III questions. I'll probably

growing in the middle of my desk, and I doubt that one's going to go away for a while. My life is hell. In the mean time, here's how to find it: enough more of those jerky ticket pieces to find it: and back to the game, plus an extra ticket you can find at the end of Super Nintendo, a game that's more or less.

And by the way, I can still be reached by E-mail. Again, this isn't really a hard line maybe it'll know, the answer all the top of my head I'll give you. I'll give you no guarantee though, but if you're like getting in touch, see [Jeff@lunatic.com]

Jeff

## BEAVIS AND BUTT-HEAD

Principal New Music at school

I am stumped. Whenever I play, I get stuck trying to find the last three ticket pieces. I need some help! I have already found the two pieces you get after beating Billy Bob in the race, the piece you find in the parrot's cage, the piece under the top secret file in the wacky guy's office, the piece you find in the nest after cutting down the tree, the one the guy catches up in Burger World, and the piece that the Butt-Head gives up after she takes a swim in grape pop. Where are the other three pieces, and how do you get into the laundromat?

James Baumgart  
Nashville, TN

Getting into the Laundry is simple — grab the jeans off the bedroom floor at Butt-Head's house, then head to the Turbo Mall. At the far end of the mall is the Yogurt store, and in the store's bathroom you find a bar of soap on the sink. On the way back to the laundry, stop at the



To get the piece out of the laundromat, first head to the Yogurt store at the far end of the Turbo Mall. Head into the bathroom and grab the soap off the sink.



auto mechanic's place, overcome him by any means necessary, and grab your free can of oil. With the jeans and the soap, you can get into the laundry. Stand in front of the dryer on the far left and use the oil to grease the

door. The ticket is inside.

There's another piece on top of Principal McVicar's head at the High School. Enter the first door in the school hallway to get into Suzzur's class. Belch or fart on him (no other weapons

have any effect) until he passes out, then grab the two bottles of chemicals off his desk. Walk to the end of the school hallway to find the Principal, and use the chemicals in the office.

The last piece is a squeaker. As you're leaving the High School, look under Van Drission's desk and grab the miscellaneous hunk of goo you find under there, then head

home. Use the glue as bait for couch fishing, and you reel in the last piece of the ticket.



Go back to We "H" Cars and shoot the crazed mechanic inside, then take his coin of oil. Using the jeans from Butt-Head's room and the soap, you can get into the laundry.



To get the piece off McVicar's head, belch or fart on Suzzur until he passes out, then grab the "W" and "H" chemicals. Go back to McVicar's office and use them in front of his desk.



Stand directly in front of the last dryer and use the oil to open the door quietly. The piece is inside.



Stop by Van Drission's room on the way out and grab the glob of stuff from under his desk. Go back to Butt-Head's house and use the stuff as bait for couch fishing. A-ha! The last piece! Over! Over! Over!



## SUPER DOKERMAN

*How to beat the boss*

I can't figure out how to beat Mr. Kero! & Dr. Muke on the last level. If I touch their ship's shadow, it kills me. If I get the boxing glove, it kills me before I can punch a bomb. Even so, I can't get the bomb up on his ship. Help me!

Paul Simkowiak  
Brookline, MA

Assuming you can defeat the big spider robot which houses his ship, you've just got to wait around for that boxing glove — yep, you've got the right idea, you've just got to stay away from them until you get a chance to use it. Keep circling the room, blowing up the poison icons as you go, until the boxing glove appears. As you move across the top of the screen, lay a bomb and wait for Muke to come about level with you on the screen. Use the glove to lob a bomb in the air and hit Muke's ship. It doesn't take many hits, but it's not easy to time it right. Keep it up though, and eventually he goes down.



You can beat the big spider machine by laying bombs right in front so they go off when the shield is open and the 'eye' is exposed.



Next, keep circling around the room until the boxing glove appears. It happens at random, so you might have to wait a while.



As you run across the upper part of the screen, lay a bomb, then wait for Muke to come in range and hit the bomb into his ship. Bye-bye Muke!

## LEGEND OF ZELDA — LINK'S AWAKENING

Would you please print a map of level eight? I've gotten to Turtle Rock and I can't find the fire wand. Can you help me with this?

Christopher Ross  
Selden, NY

## Turtle Rock



To get into Turtle Rock, play the Frog Song of Sol outside the entrance to unlock the barrier, then hit him with your sword.

The tough part is getting this tile-making decided to work. Give it a push, then you can direct it with the control pad.



If you can fill the entire floor, you receive a small key.



Once you've beaten the lower Bales and obtained the Fire Wand, you can blast through the key bricks that block the first two barrels — you can also blast enemies.



Beating the Fire Guy is really easy, just

use the Fire Wand on him, and be ready to dodge after you hit him.

## SUPER METROID

*How to beat the boss*

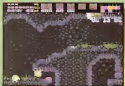
I need your help. My friend says that you can rescue your friends, the three little hopper guys and the Dachota bird, after beating the Mother Brain and escaping. I can't figure out how. Can you help?

Shoreo Cardoso  
Palmdale, CA

Yup. Shore can. If you're very quick and you have time, make a quick detour as you work your way back to the surface of Zebes and return to the room where you found the Bomb. The Dachota and the three Elococo are there, trapped by a wall on the far right side of the room. Blast the wall, then high-jump it out of there yourself. It affects the ending, but just barely — if you look very closely at the right side of the screen while your ship races away and Zebes explodes, you should see another ship leaving as well, very tiny in the distance.

**CONTINUED on 116**

## CONTINUED from 115



After locating the Mother Brain, just before you make it to the surface of Zebes, take the low road to the room where you found the Seeds.



You find the Mother Brain and three Etemnosts there, trapped behind a wall. Destroy the wall, then get the heck out of there!



You see a very slightly different ending, with the Mother's ship speeding away to the distance as you flee the planet.

## FINAL FANTASY III

How do you find Gogo and Uinara? I just started in the World of Ruin—the distraction of the world can be a bummer! By the way, what happens if you really tick off that bum emperor during dinner?

Carl Sotolay  
New Castle, NJ

Following in the footsteps of *Mortal Kombat* and every other game to hit the market lately, *FFIII* also has a couple of 'hidden' characters. Uinara, the casquatch, can be found in Narshu. Walk through the mines until you find Mog and get him to join you (by the way, directly behind Mog is the moogoo charm, which prevents random monsters attacks—a very handy item to have. Stand on the spot just behind where he was standing and press 'A'). There's some kind of invisible chest there. Go to the



1

To find Uinara, first find Mog. He's in the Moogoo cave in Narshu. Search the area behind him to find the Moogoo Charm.



cliff where you found the esper, walk to the edge, and jump off the cliff. Depending on which point in the game you attempt this, you may have to fight the Ice Dragon on the way there. At the bottom of the cliff is a cave, which you can search through until you find a skull mounted on a stake. Press the 'A' button and you find a magicite, then Uinara shows up. Once you defeat him, Mog makes him join you.

Gogo is on a small island on the northeast corner of the map. Walk around the

cave makes it through, Gogo (he, she, or it?) is at the bottom.

As for that pesky Emperor, there's no way to make him angry, he just won't be as giving if you answer the questions wrong. The very least he does is agree to leave South Figaro alone, but, in ascending order of generosity, he may also 1) Withdraw troops from Doria; 2) Give you permission to enter the locked room in the Warehouse; 3) Give you the relic Tintinabar (this recovers HP while you walk—way cool!); 4) Give you the Chems Bangle.



2

island until you get attacked by a Zone Eater. Submit to its will and let it engulf your whole party—you wind up being pulled underground to Gogo's cave. It's a rough place, full of nasty one-miles and deadly traps, but if you



Next, find the Irons esper and wake it by using Fire spells. Make sure Mog is in your party, walk to the edge of the cliff and jump off.

There's a cave at the bottom of the cliff, and at the bottom you find a carved skull. Take the magicite from out of the skull and Uinara



shows up. Beat him in a fair fight, and Mog gets him to join you.



3



1

To find Gogo, head for the small island at the North East corner of the map. Land and allow the Zone Eater to engulf your entire party.



2

You wind up in a spectacularly dangerous cave, but at the bottom, after many tough enemies and deadly traps, is Gogo, a character of indeterminate gender and off-the-wall fighting abilities.

SOON YOU'LL BE

LOVINGLY REFERRED TO

AS 'SCAB BOY.'



THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis.

Road Rash™ is a trademark of Electronic Arts. "Top" and "Scab" are trademarks of Sega Enterprises Ltd.

# HOORAY FOR HOLLYWOOD! AND THREE CHEERS FOR THE ANIMANIACS!!!



Pretending to be an Animaniac gave Jonathan Gagnon a tingly sensation, but then he realized his controller had a short.

Released: 7/812, Score: 90%

For 63 years, the outrageous Animaniacs were imprisoned in a lonely Warner Brothers' water tower. But their recent (and well received) escape now has Wakko, Yakko, and Dot wreaking havoc across Warner Brothers' film stages. Their latest and greatest idea — it's amazing how many ideas you can come up with when you're trapped in a water tower for 63 years — is to open a new 'hip pop culture' shop. But alas, they can't do it without your help.

You've got to lead the trio through various movie sets collecting items while steering clear of dangers like deadly spikes, flames, falling rocks, and Ralph, the security guard.

So if you're zany enough to help these hilarious cartoon characters through their crazy adventures, read on. It's time to head out to the bright lights of Hollywood. Lights, camera, action! **GP**

## THE ADVENTURES OF DIRTY RUGGED YII

IT'S TOUGH BEING A TOON!



Hop into the cannon after using Wakko's boomerang to light the fuse.



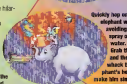
Shoo the bird off the platform by showering it with Dot's kisses.



Steal this man with Dot's kisses, then use his head as a platform.



Jump at this point to avoid the alligator's lunging attack.



Quickly hop onto the elephant while avoiding his spray of water. Grab the loons and then smack the elephant's head to make him stop.



Stay on the back of the robot while trampling over the spikes. When the lights appear, give yourself room to leap over them.



Stay to the right and carefully descend down the waterfall. Smash the switch at the bottom to open the gates.



To reach the ledge, first put the crate into the hole you created while letting the upper crate fall on top of it. Then pull these crates out and go to the right while smashing only the bottom block. Next maneuver the crates to the right so that you can destroy all the other blocks and create a path to the ledge.

Jump forward so that you swing the wire-up while landing back onto the refiner.



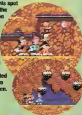
Let the ladder carry you across the deadly spikes.



Use Yakko to pull the block out, then let Wakko smash the blocks under the ladder.



Stay in this spot to grab the meat, then jump out to snag the clock. If you try to go under the clock you are transported back to this screen.



Seize the catapult to project the boulder into Ralph. Then, when he comes at you, use Yakko's paddleball. After defeating him, grab the cowboy hat and you're ready to go.

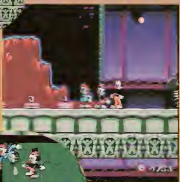
## SPACE TRUCKING

BOLDLY GO WHERE NO TOON HAS GONE BEFORE



You have to maneuver blocks around to reach higher ledges.

Remember the bottom number that is imbedded into the wall because when you punch it in at these bottoms, you receive lots of goodies.



At the same time you're jumping, smash the blocks with Wakko's hammer to get the apple.



## GENESIS

INFO

### PUBLISHER

Konami

### DEVELOPER

Konami

### SALES RETAIL

\$55-60

### GENRE

Action



# CONTINUED.....



Keep hopping from rocket to rocket in order to avoid Ralph. When you fall, use Yank's puddleball on him.



You make it in the other side if you stay one block ahead of the erupting blocks.



Look for 1-up boxes like this one in the block.



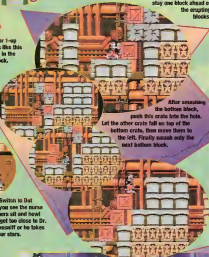
Switch to Dot when you see the nurse or the brothers all and howl at her. Don't get too close to Dr. Scratchasiff or he takes all your stars.



Use the crate to keep the ceiling from crushing you.



Your object is to reach the top as quickly as you can while avoiding over-turning ledges, spikes, deadly gas, and Ralph. Try to stun Ralph as soon as you see him or he keeps losing lights at you. If you are on a ledge and it is about to overturn, jump up to land on it again.



After smashing the bottom block, push this crate into the hole. Let the other crate fall on top of the bottom crate, then move them to the left. Finally smash only the next bottom block.



## REMEMBER THE A LA MODE

I SCREAM, YOU SCREAM...



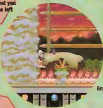
To get across the flames, first push the crate off the ledge so it falls onto the bottom crate. Then keep reversing the crates so that you can push the top one from the left onto the flames.



Wait until the barrels disappear (they come in fairs), then hop onto the big hippos to reach the ledge.



Smash the skull and cross-bones in the top left corner to knock it down. Hit it again with Wakko's hammer to drop the bridge.



Enter this wall to reach a hidden bonus round. If you're lucky you can double your stars.



Stand on this platform and smash it with Wakko's hammer then, as it's falling, leap to the second ledge.



Keep tossing coal into the burner by hitting the seat. When Ralph hops onto the train, either stun him with Wakko's paddleball or speed up the train so he misses the jump.

Wait until Ralph is in line with the oven, then smash it to three pieces.



# Deep Sea Diving!

## Getting to the bottom of seaQuest DSV!

Reviewed: BFT, Score: 80%



An underwater cop with an attitude, Mike Salmon's catching crooks and throwing them back in, just for the sport of it!

**T**ired of swimming upstream in this mentally tough game? Well, just rest in these great legs and you're well on your way to ruling the sea.

Most of the missions in seaQuest are very tricky, but once you know what subs you need to use you can easily get through those missions with time to spare. Because seaQuest has so many missions, we are only going to help you through the first seven—after that you're on your own.

If you don't own seaQuest DSV yet, then save this issue and go buy this game. It's a purchase you are sure to enjoy. **GP**

### SNES

INFO

PUBLISHER

THQ

DEVELOPER

Sculptured Software

SING ARTIST

SNO-S70

GENRE

action/adventure

## PLANE WRECKAGE

What goes up...



Go directly east from the start of the game, and you're sure to run into a couple of enemy subs like these.



Take care of the enemy with normal torpedoes, then continue east until you see this little plane.



Park that sub and go into the bay and use the Sponder.



Use the Sponder's guided missiles to get the first hit on all enemies, then finish them off with a missile right to the stern.



Whenever you come across this type of ship, just put the sponder above or below it and fire the guided missiles. It won't be able to hit you and goes down in a burst of flames.

Whenever you come across this type of ship, just put the sponder above or below it and



These ships only take two hits to go down but they are tough to hit. Your best bet is to square up and fire your missiles straight at 'em, unless you are heavily damaged.



This ship is tough head-to-head, but if you get above him you can just nail him with your guided missiles while escaping his fire.



This is the toughest enemy to face, but with this pattern they are easy wail. Just fire off a guided missile, then go in a circle like this, avoiding his fire and keep nailing him whenever the opportunity arises.



After the sponder clears away the enemy, bring out your crab and retrieve all that dangerous plutonium.

# THE TRAPPED CREW

Trapped like rats!



After finishing the plane wreckage, go on to just this building.



You see this cliff with a hole in it. Duck your sub and get ready.



Take out the Stinger and blow a good sized path through all the loose rock. Be sure to move fast 'cause you only have five minutes and rocks are falling on you.



Once you've cleared a path in this trapped sub, take the stinger back to the beacon.



Take out the crab and follow the cleared path. Pick up the trapped crew and head back.

## SPEEDER CHASE

Just like *Miami Vice*!

The simulation is over — now it's onto the real thing. Start off by sneaking up on this enemy and nailing him with guided missiles until he's gone.



Now race through the windtunnels without hitting the propellers. You don't have to kill all in your way, just enough so you can make it through safely.



Sneak up on two more hiding ships like this.



Now go to the top and race through here.

Now go down and race by the enemy track and through the mines. Just stay near the bottom, outrun the enemy fire, and avoid mines.



Once you reach this area, all hell breaks loose. Don't fight — just go straight up until you have reached the seaQuest.

## GETTING TO THE MISSIONS

How to get there from here...

On your way to each mission you are sure to run across much enemy fire. Your best weapons are the torpedoes, and since the seaQuest is much sturdier than enemy ships, you can go nose to nose and trade shots without sinking.



These orange subs fire guided missiles, so when you come across them, fire a decoy out your rear and start fighting them up.



These guns are on the land, so the only way to hit them is to take the seaQuest to their level.



## OIL TANKER

It's greasy kid stuff!



Use the Speeder to clear away all of the enemy's submarines.



If the Speeder is close to going down (15% or less) return it to the beacon and use the Stinger to finish off the rest.



Take out the H8 Probe and weld all the tanker's holes. You get a nice 10,000 dollar bonus when you're done—money you need for tougher missions.

## NUCLEAR REACTOR

Get 'em while they're hot!



Use Darwin, that lovable dolphin, to swim over this tower.



Then go down to this switch and flip it with the X button.



Now swim Darwin down this shaft at full speed.



Take a sharp left here and race under the falling door.



Now take Darwin up to this switch and flip it so the door stays open. Go back to the first switch you flipped and turn it off, then return to the beacon. Oh, and do this all as fast as you can. If you don't make the door it's time to buy another dolphin and try again.



Take out the RR Probe and go back into the reactor. Go down the first shaft and close off these holes with your welder.



Now head back up to seal up these two leaks, then take the probe out of the reactor.



Head down to these apparently closed doors, run the probe into them, extend the welder and weld, you may easily go through these doors.



Follow this path down to the area where the core is kept.



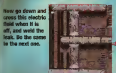
Go to this switch and flip it, now go back to the beacon.



Take out your frisky dolphin and go back to the reactor and down the first shaft and flip this switch. Then go back to the beacon.



Take the probe out one more time, head into the reactor and go to the far right to repair this leak.



Now go down and cross this electric field when it is off, and weld the leak. So the same is the next one.



Crawl up through this small opening and weld up the two remaining leaks. If your time is under three minutes self-destruct the RR Probe (L+R+A). If not, return the probe to the beacon.



Now take out the crab and head down to these doors, which are now moving.



Time your entry carefully, or boom. Then go down to this green tub.



Submerge the crab in the radioactive fluid and it comes out green and protected from the radiation of the core.



Follow the path to the right, then go down here and pick up the core. Now all you have to do is navigate the crab back through the moving doors and you have finished one tough mission. So all that is left is to

## DISARM SECURITY SYSTEM

Rip its arms off! (Heh, heh!)

This is another incredibly tough mission that requires speed, maneuverability and loads of patience. You need plenty of money to replace all the dolphins and RR Probes you are likely to go through (at \$4000 a dolphin, that's some costly fun), so be financially sound before attempting this mission.

You have to turn switches in the proper order while being attacked by weapons you're not supposed to fire back on. You need to have precise control of Darwin in order to complete this mission. Good luck, 'cuz it's gonna take every bit of energy and strategy to have any kind of success!



*Just as he has always done in the past, Doug Brunley plays video games in bulk and passes all the savings on to you!*

Reviewed: 841, Score: 98%

**H**ey kid, wake up! That was quite a punch you took in there — you've been out for six hours. If you ever expect to win, you need to drop that joke-for-a-strategy you're using. Listen to my advice and you're gonna go straight to the top! With me in your corner you've got the tips and insights needed to leave those champs in the dust. Take it from me kid — you and I, we're going places. **GP**



Watch your opponent's guard and mix up your punches. When he's covering his body aim for the head, and when he's covering high, catch him with a shot to the ribs.

Connect on a series of hits in a short amount of time to power up the feared KO punch.



By repeatedly tapping the A button you can activate a flurry of quick yet less-powerful body blows or uppercuts.

## The Thrilla in Your Villa - Round One

All the **SUPER PUNCH-OUT!!**

training you need to KO your SNES!!!

### THE PUNCH LINE

Learn the ropes before you step between them.



There's an inverse relationship between a punch's speed and its power. The left jab is the fastest and weakest punch, the left body punch is a bit slower but stronger, the right jab is even slower though a bit stronger, and the right body shot is the slowest, yet strongest, punch.



You can position your gloves high or low to block normal punches, but it's more effective to dodge a punch, then come back with a shot of your own to stun your foe. Now unload on him.

## KNOCK, KNOCK...



Wait for an opening once the KO meter is fully powered, then unleash gloved fury!



**Gabby Jay**  
Key Punch—Any

Since old Gabby Jay isn't much more than a punching bag, use him to brush up on your techniques.



**Piston Hurricane**  
Key Punch—left body



Piston Hurricane, who is full of slick bob-and-weave moves, is easy to defeat if you can stop his Hurricane Rush. When he charges, block high then low repeatedly until he winds up for the big punch. Dodge and then rock him.

## MINOR CIRCUIT

Here's a roll call of the minor and major circuits. Follow the strategies included for each boxer to move through the ranks. Rely heavily on the listed 'key punch' that each fighter is most susceptible to.

As soon as you punch high into Bear Hugger's gloves, get ready to duck. He tries to smash your head but leaves himself open once you stand up again. Repeat this attack to wear him down.



SNES	
INFO	PUBLISHER
	Nintendo
	DEVELOPER
	Nintendo
	SNES RETAIL
	USA 95
	GENIE
	(boxing)

**Bear Hugger**  
Key Punch—left jab

Bear Hugger, a more formidable opponent than Gabby Jay, can only be punched in the gut when he pulls his suspenders.



**Bold Bull**  
Key Punch—body punches

The key to beating Piston is not dodging when he moves, but waiting the extra second and dodging when he punches.



Bold Bull telegraphs his punches better than anyone, so be sure to get out of the way.



When he retreats for his 'bull charge', dodge him. After three quick hops, he fires an apperant but leaves his side unguarded. Or, you can floor him with a body punch just before he apperats.





### Bob Charlie Key Punch — left body



Bob Charlie's special move is a windmill swinging action that occurs at you from either the top right or left corner. Dodge his final hay-maker, then aim high.

Most of the time you can simply pound away with lefts to the body. When he opens his guard to throw a punch you slam him again.

## MAJOR CIRCUIT

### Dragon Chan Key Punch — any after dodging his punch



Let Dragon make the first move, then retaliate. Keep your guard low until you see his hands circle each other to prepare for a high

punch. Dodge when he throws the punch, then pepper him with a few slams of your own.



he jumps to one rope, then another, then at you. Be patient when he's on the second rope, then duck at the last second — now he's totally unprotected.



When his cornerman shouts orders at him he's ready to dodge right or left. He jumps and kicks three successive times, often changing sides so he's ready to dodge out of the way.



His cornerman also commands him to retreat and regain lost energy. Punch him as soon as possible to keep him from healing.

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# ROBOT FISH



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**Masked Muscle**  
Key Punch—right body



When cornered, he spits in your eye. Throw your moves to the right or left correctly or you're momentarily blinded and unable to throw punches. If you are blinded, try to dodge his punches until you can see him clearly again.

Masked Muscle isn't the shortest fighter and often drops his guard while going for big punches. Dodge and answer with powerful rights to the body.



You won't beat Muscle if you can't avoid his head-butt. Watch for him to run back, then move to the right or left.



**Mr. Sandman**  
Key Punch—right body



Give him full power now Champ!

Mr. Sandman's not too difficult... until you've knocked him down twice. Concentrate on rights to the body — they do the most damage.

After he's knocked down twice he really starts fighting. He has two wide moves — (1) three successive uppercuts that you must counter with three quick dodges, (2) a right-right-left-right combo to the head that can be blocked by guarding high.



**DON'T THROW IN THE TOWEL YET!**

You're looking good, kid. With that Major Circuit belt already around your waist you're ready to shake up the final two circuits. I'm gonna be back next month to lead you to the Special Circuit title bout, so don't be a stranger.

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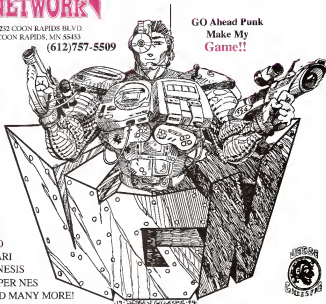
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# Are You On The List?

S. Chain  
Spin Wheel  
Bubble Grab  
Speed Burner

Silk Shot  
Magnet Mine

**With Mega Man X2, you'd better be!**



He used Doug's baseball to konk Mark, Mark's hair to strangle Bill, and Bill's stapler to pin Mike, but Lucky continued to defy all of Chris Slate's strategies.

Reviewed: 8/1, Score: 88%

As long-time Mega Man fans undoubtedly know, the key to success is knowing which weapon hurts each boss the most. Thus, it has become an annual tradition here at **ESQUIRE PLAYERS** to print what's come to be known as "The List" for the latest Mega Man game.

But starting with last year's *Mega Man X*, this new SNES series offers a lot more weapons and items to be found. So we've expanded "The List" to uncover many of the game's other secrets as well. But we still aren't giving away everything... yet. There are a few secrets here and there that are yet to be revealed, so keep an eye out for anything unusual. In the meantime, get off to a big head-start with the info on the following pages. And if Capcom continues forward as they always have, chances are we can all get back together for another round of Mega-mania this time next year. I can't wait! **GP**



## THE LIST

What you need to make 'em bleed!



**Wheel Cutter** — use the S. Chain



**Bubble Grab** — use the Spin Wheel



**Pneum Stab** — use the Bubble Splash



**Morph Bomb** — use the Speed Burner



**Magma Condensate** — use the Silk Shot



**Crystal Skull** — use the Magnet Mine



**Overdrift Bulbik** — use the Crystal Skuller



**Wire Sponge** — use the Earle Slicer

## SNES

INFO

### PUBLISHER

Capcom

### DEVELOPER

Capcom of Japan

### VIDEO RETAIL

\$60-\$70

### GENRE

action/adventure

# THE SUPER BOSSES

3 x 1 = 0?

After defeating two of the first eight bosses, three "super" bosses appear, each one holding a piece of Zoro. To defeat them, you must first find them. They switch stages every time you sort a level, and the entrances to their lairs are well hidden. It's important that you defeat each one of the "super" bosses before beating any more regular ones, or they go away.

## VIOLEN

Use the powered-up X-Buster. Slip to the top corners while Violon swings his ball and chain, then fire at him (while still clinging to the wall) when he jumps towards the top of the screen.

*Violon is a tough, but not unbeatable, opponent.*



Save your attack for when Violon leaps into the air. When he gets too close, air-dash to the other side.

## AGILE

Stay on the opposite side of the room and climb midway up the wall. Wait for Agile to leap up and throw his energy wave, then immediately drop under it and fire a powered-up shot from the X-Buster. Now quickly climb the wall again and repeat the pattern. If Agile dashes towards your side of the screen, leap off the wall over him and air-dash to the other side.



If you aren't halfway up the wall, Agile throws his energy wave at ground level, making it impossible for you to dodge it.

## SERGES

Use the powered-up X-Buster to destroy Serges' land mines, then use the same weapon on Serges when he's jumping or when his shield goes down to place a mine. Stay as far away from him as possible while he's spinning to give his shaft more room to spread out before they reach you.



Keep pressing the attack — if you slack off, he places a ton of mines before you know it.

# THE X-PARTS

No, it's not a dirty movie!

The X-Parts are the most coveted secret items of all. They were left behind by Dr. Light years ago, in hopes that Mega Man X would find them when he was ready to be upgraded. Without them, completing the game and finding all of the other hidden items would be impossible.

**Air-Dash** — This enhancement allows you to dash while in mid-air for longer jumps. Look for it behind a small wall of stones in Overdrive District's stage. Use the Spin Wheel to smash the stones.



Smash the stones with the Spin Wheel, then...



...you can walk right in and grab the Air-Dash.

**G. Crash** — This item works like a smart bomb: You power it up by taking damage. When it's full, you can unleash the most powerful Mega Man weapon over it (it's hidden in Morph Molt's stage, in the first tunnel with the floating junk. Use the L-Tracer to find the exact spot on the ground [not totally necessary] and bore through using the S-Wheel.



The G. Crash is a great "first attack" weapon for any boss, and is great for slipping through trouble spots unscathed.



Roll as S-Wheel along the ground until you find the secret tunnel, or simply use the L-Tracer if you have it.

## THE X=PARTS

Continued

**Super X: Buster** — This can be found in Wheel Galia's world. Look for it just past one of those yellow tank-like gaps, up a narrow tunnel in the ceiling. To reach it, air-dash off of a wall on the far left to grasp a part of the ceiling that hangs down, then slide down off of it and immediately air-dash into the narrow tunnel further to the right.



## ENERGY SUBTARNS

Just like the power company!

**E**nergy Subtanks can be filled with excess energy capsules, and in turn can refill Mega Man's sub tank when it's low. These important items are hard to find, but are well worth the search.

There's a Subtank hidden in Wirt's stage. When you reach the first set of vertical platforms over the spikes, ride the first platform to the top and air-dash to the wall at the left. Climb to the top and go to the right to find the Subtank.



Take this first platform to its peak, then air-dash to the wall on the left.



How do you get to the right to find the  
Sublime awarded by a few friends.

Another Subtank can be found in Magna Geyserade's stage, in a small room above a narrow tunnel in the ceiling. Take a dashing jump from a platform to the far left and then do a powered-up Speed Bumper dash in mid-air to barely reach the bottom of the tunnel. Climb up inside and grab the Subtank.



Your reward? A nifty Sublink! A handy thing to have when you're feeling a little lonesome.



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## HEART TASKS

You gotta have heart...

Each Heart Task that you find permanently increases the max amount of energy that Mega Man can hold, so you want to nab every last one.



There is a Heart Task hidden in the upper-left corner of Wire Sponge's level at the very start. Check the wall and duck inside the hidden compartment to find it.

Another Heart Task is hidden in Bubble Crab's stage. There is a horizontal gate to the right that won't open until the fish reaches it — don't go through it. Instead, climb the wall on the right to find some extra energy, then go back down to the ledge just below the energy. From there, do a dash-jump to the left, and then do a powered-up Speed Burner



dash at the height of your jump. You should reach a vertical platform that moves up and down. Hide it to the top to find the Heart Task on the ledge above.

To find the Heart Task in Mega Gortepede's stage, look for a narrow passage in the ceiling near the start of the level, just after the first row of security traps and before the moving blocks. Jump up and grab the security block just under the passage to climb your way in.



To reach the Heart Task in Overdrive District's stage, power-up the Speed Burner to dash over a long bed of spikes and land on top of it. You die on the spikes as soon as you grab it, but that's okay as long as you get it.



The Heart Task in Silk Gator's world is in the upper-left corner of the room just after the outside area where you use the robot. Dash-jump from the

platform on the right and use a powered-up Speed Burner dash to make it at the rest of the way. You grab onto the small corner at the ledge above the spikes for only a split-second before falling into them, so quickly jump up on the ledge where the Heart Task is.

There's another Heart Task near the start of Crystal Snail's stage. After getting into the first robot suit, walk up the ramp to the left and fall down the shaft, heaving over to the ledge on the left just before reaching the bottom. Do a running jump off of the ledge to the left, then leap

tree of the robot at the last possible second — you should grab the very bottom of the ledge to the far left that holds the Heart Task.



The Heart Task in Pileus Stag's stage is near the beginning. To get it, climb the inside of the volcano very quickly so that you reach the ledge that holds the Heart Task with a few seconds to spare. Have a powerful blast already charged up and destroy the barrier to pocket the Heart Task before the lava engulfs you.



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ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29

## SUPER INTENDO

ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29

## SEGA CD-ROM

ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29

## GENESIS

ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29
ALICE IN WONDERLAND	\$29	THE WOLF OF SHOOTER	\$29

# WHO CAN YOU TRUST?

## With **SNATCHER** you just can't tell!



Since he's convinced the GP staff had been kidnapped and replaced with exact duplicates, **Jeff Lundrigan** was our choice to guide our readers through this cyberpunk nightmare.

Reviewed: 8/81, Score: 80%

**G**illian Seed has a lot of problems. He and his wife Jamie are suffering from amnesia and can't remember a thing about themselves before the two of them were found in the wastes of Siberia. The strain of not knowing who they are or where they came from has driven them to a painful desperation.

And then the Satchers showed up. Evil robots of unknown origin, the Satchers duplicate and replace humans, causing widespread suspicion and panic throughout the city of Neo Koba. Gillian has been assigned to the Junkies, an elite unit formed to deal with the growing Satcher menace. Can Gillian trace the origin of the Satchers and erase them? Can he ever regain his memory? Will he and his beloved Jamie ever be reunited? What do you think? **GP**

Once you receive your Navigator, Metal Gear, and your Blaster, you get a call...



### JUNKER HQ

The game begins with Gillian walking into Junker HQ for the first time. Real nice place to work, huh?



You begin by talking in and meeting Mika Skylan, responsible for day-to-day Junker operations. Look at the receptionist, talk to her and ask any questions that come to mind, then go inside.



You want to take a tour of Junker HQ. Be sure to see the Chief and ask about Junker procedures, then go down to Engineering and ask Harry about everything.



Your fellow Junker, Jean Gibaux, is in trouble. Rush to the barbooye and head for the factory!



### FACTORY OF DEATH

It's a factory, and somebody dies. So what more do you want to know?

Keep advancing until you find the wreckage of Little John, Jean's navigator robot. Look it over and investigate what you can, then keep advancing.



Now go back to Little John and investigate the wreckage to retrieve its memory chip, then return to Jean's body.



Follow the robot's fleeing figure and you come to a dead end. Keep poking around until you hear a strange sound, then get out.



When you reach Little John, investigate him again to find the source of the sound. Feel



Unfortunately, you run smack into your first arcade sequence. Beware cats. They're just little insect robots. You can beat them.



Yeah, and away! You get out just in time. Too bad you can't say the same for Jean.



When you reach the Factory, look at the building and investigate the motion detector to be allowed inside.

Right. Looks like the Satchers got to Jean before you could. This is your first crack at investigating a scene, so don't miss anything. Look over everything, then investigate everything. Scan look over it all once again. Don't miss



Metal Gear's analysis of the tissue under Jean's fingernails, or the contents of his stomach (yuck), and don't leave without finding the key and the snag of paper.



## SWEET KATRINA

OK, so her dad is dead. Good a reason as any to introduce yourself.



Before you leave, take a moment with Jordan to look up some facts about Jean and his daughter Katrina. This will come in handy later, just trust me.



Before heading to Jean's house, drop by your own place and find Jean's number. Give your wife a call, she's glad to hear from you.



**Mental Gear**  
She knows that, as a Junker, you should have access to Alpha-Omega.

## OUTER HEAVEN

Sometimes you wanna go where nobody knows your name.

Once you've collected Katrina a little, return to Junker HQ. If you've thoroughly gone through everything in the detective's office, Harry should be up and around.



You can find the right password to give Jean's inferno by logging on to Jordan and searching for 'Napoleons.'



**Mental Gear**  
We're inside Outer Heaven.



There's a secret code called Outer Heaven. I'm pretty sure they serve buffets.



After pizza will yield a couple of things. Napoleon will need money a few times, but if you talk to him about Jean, he should give you the address of Outer Heaven. For the address of Plato's Cavern, keep an eye on the big neon sign until their phone number appears, then call the place and ask for their address.



**Mental Gear**  
We're inside Plato's Cavern.



Use the mask to get in, then look around the club and look at the dancer. You want to call the manager (who won't be much help), then call for Isabella. Show her Jean's picture below to get her to remember him, then get a description of the guy who followed him out the night before.



Use the mask to get in, then look around the club and look at the dancer. You want to call the manager (who won't be much help), then call for Isabella. Show her Jean's picture below to get her to remember him, then get a description of the guy who followed him out the night before.



## ONE SUSPECT, TWO SUSPECT

Well, maybe you're actually going to find a Snatcher. Have you thought this through?



Back at Junker HQ, you can use Jordan to put together a composite from Isabella's description. If you make a wrong choice, you won't get a positive result, so keep trying. Once you have a montage, you get two possible suspects. Check out Ivan's place first.



**Montage Clear**  
This is Ivan Rodriguez's neighborhood.



Show the montage to the Freeman outside to gain entry (there's a chance for a good deed

here if you keep asking them about their backgrounds). Look around the area outside 301 to see the electric meter, then keep investigating the meter until you see that electricity is being used. Knock twice. Be ready to use your gun.



**Montage Clear**  
He looks just like the montage, this is Ivan quite a snatcher.

inside, Ivan turns out to be a leech and a drug dealer, but no Snatcher. Head for Freddy's place.

Inside, things are a little trickier. Ask Lisa about everything a good couple of times, then talk about Freddy as a suspect, then ask about Freddy a couple more times. You have to show her the montage photo a couple of times, then Montage appears under the Talk menu, and you get into the bathroom.



**Lisa**  
The man you saw he drove a "mountain bike," but I don't know what he's doing. He's not working.



Outside Freddy's door, you just have to keep talking and knocking until you get a response.



**Golden**  
What's this?

Inside the bathroom, keep searching until you find the tell-tale bottle of sunscreen, and be ready for action again.



Well shucky-damn! Lisa is a Snatcher! Who'd have thought? Still, you're not out of the woods yet.

Fortunately, you're saved at the last minute by the bountiful hunter Enderbly Haffs. He's cocky, but fast. This ends Act 1, and you head back to Junker HQ.



At Junior HQ, Harry should have finished relieving Little John's sidesmen, and the team of the hospital Joan tracked the Scooters to could be "Blond."



Call Napoleon and meet with him again to find out about "Glen." It's a wild goose chase at a pet hospital, but one you have to make. Afterwards, head back to Junior HQ.



## VISIT THE HOSPITAL

The trial leads to a place of healing... well, maybe not exactly.



Bad moves, Katrina is in trouble! Wash back to Jean's house and find a race. Four dogsie ahead



**Herb's Gear**  
We're in the hospital. This week  
appears to be the reception area.



Finally, head for your apartment. Is that an intruder?



**Metal Gear**  
Somebody appears to be in the  
area.



**Medical Clinic**  
The doctor has indicated that you're 1  
month's worth of work that will be



**Hotel Bear**  
What's this? There are some kind  
of switches here.

Inside, you find three switches at the reception desk. You can open all three rooms, but the only one of interest is door number three.

At Queen's Hospital, look at the building to find the door, then look at the door to get Metal Gear to open it.



Oh, um, I guess you found Katrina. She's got her father's leg at all the black market hospitals in New Kobe. If you can figure out the correct name, you're in (there's a hint: It's 'Queen's' hospital).



**Hotel Owner**  
It appears to be a lot of difficult  
medical facilities.

It's dark in the room, but you can look around using Metal Gear's flashlight. Be sure to find the file in the desk and the book of matches. Also, check the picture on the wall, then leave.

Now, you need someone who can read Chinese when you call this message to find out who he is.



If questioning the doorman, you should be able to prove who he is — just keep offering proof until he sneezes. Inside, Napoleon cracks the file's code: Benzon? Good lord, there's a Swatcher at Junior HQ! But is it the child or

Harry? Well, you're roughly halfway through the game at this point, and from here, you're on your own. Good hunting!



## WFO

## SEGA CD

PUBLISHER

### Keywords of Americans

DE WILDPYR

### Konsum of Japan

SINGG, RETAN

325-80

GENRE

1992



# NOW PLAYING

This listing took years to produce and more than a few men lost their lives trying to bring you the best information on video games available. We now pass this on to you. Please, for our sake, use it wisely!

**BLOODIN**  
SEGA OF AMERICA  
FOR GENESIS  
● Game: 5-star review, 7/95  
● Strategy, SMT1 and 7/92



One of the best action games ever, this has incredible graphics and animation thanks to the Super 32-bit, tons of levels, and, of course, great action.

GENESIS 90%-66 51%

**ANIMANIACS**  
KONAMI FOR SNES  
AND GENESIS  
● Review, 7/92



A fantastic cartoon four-to-five hourbeat graphics, music, and game play combine to make this a game that both young and old can enjoy!

GENESIS 90%-GENESIS 83%

**CONTRA: HARDCORE**  
KONAMI OF AMERICA  
FOR GENESIS  
● Review, 7/93



A great mouse-type game that lets you blast away at anything that moves. 24 times you're offered a choice as to how to proceed — defend or attack? Kill!

OVERALL 93%

## INFANTRY CHIEF

Interplay for SNES, review, 7/93  
It's like you're inside the Infantry machine. Machineplay isn't so much right. Poor graphics and a one hit-and-you're-dead mechanic factor make this a blunder on the part you should probably be glad to avoid.

OVERALL 49%

## IRONBOUND STADIUM

Sega for Sega, review, 7/93  
I've never seen it nor played it. I'm just looking at the title and wondering for years. You can pick up special items, but they're basically a Transformer kind of thing that power some items. Really a lot of stuff, so it's like a game. Then...

OVERALL 71%

## INTERLUDE AND THE GREAT BEAST

Sega of America for Genesis, review, 7/93  
No other Interlude or the great beast, you must take care of the great beast to reach the end. You can pick up special items, but they're basically a Transformer kind of thing that power some items. Really a lot of stuff, so it's like a game. Then...

OVERALL 69%

## IRIS

P.T. Magic for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 79%

## OUTBACKS

Corn Design for Sega CD, review, 7/93  
I don't know why, but Interlude has a lot of stuff. It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## BEAKIN' AND BITE-HEAD

Acorn for Sega and Genesis, review, 7/93  
If you don't like it, it's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 79% GEN 55%

## BEAKIN' AND BITE-HEAD

Acorn for SNES, review, 7/93  
This is a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 82%

## RYL WASH COLLEGE FOOTBALL '95

Microton Arts for Genesis, review, 7/93  
I don't know why, but Interlude has a lot of stuff. It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 87%

## BLACKTHORN

Interplay for SNES, review, 7/93  
A great action game with a great soundtrack. It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 82%

## BOON'S ADVENTURE

Acorn for SNES, review, 7/93  
A game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 82%

## BOONHORN

Acorn for SNES, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 69%

## BREATH LOBO

Sega for SNES, review, 7/93, strategy 7/93  
The game is like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 79%

## What YOU think

I want just like to say that I've appeared at the table place in the game. You can pick up special items, but they're basically a Transformer kind of thing that power some items. Really a lot of stuff, so it's like a game. Then...

— Jim Jovanovic, Cleveland, OH

## BREATH OF FIRE

Acorn for SNES, review, 7/93  
This is a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 87%

## THE BATTLE '95

Acorn for SNES, review, 7/93  
This is a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 77%

## BRUNNEN OF FURY

Acorn for Sega CD, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## BURDEN 'N' BURN

Acorn for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## BURDEN 'N'

Acorn for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 69%

## CHAMPIONSHIP FIGHTER

Acorn for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 82%

## CHAMPIONSHIP FIGHTER CLASSIC

Acorn for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## CHAMPIONSHIP FIGHTER

Acorn for Genesis, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## CLAY FIGHTER: EQUIPMENT EDITION

Acorn for SNES, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 82%

## CLAY FIGHTER: EQUIPMENT EDITION

Acorn for SNES, review, 7/93  
It's like a game that's like a game. I don't know why. The 3-D graphics make it hard to control with the opponent who, by the way, all kinds of stuff. If you're a fan of sports, fishing or whatever, take with you the best, you might enjoy this.

OVERALL 71%

## 5 games for Sonic fans!

These games are sure to bring out the hedgehog in everybody!

- 1. Sonic the Hedgehog**  
Sega for Genesis **86%**  
This is the original fast-released all of us as the little blue hedgehog!
- 2. Sonic the Hedgehog 2**  
Sega for Genesis **85%**  
Tails made the appearance in this sequel.
- 3. Sonic the Hedgehog 3**  
Sega for Genesis **82%**  
Dr. Robotnik with Knuckles, the echidna.
- 4. Sonic and Knuckles**  
Sega for Genesis **80%**  
Lock-on technology is introduced here!
- 5. Sonic CD**  
Sega for Sega CD **91%**  
Probably the largest Sonic adventure ever!

## DONKEY KONG

NINTENDO FOR GAME BOY  
● review, 7/89



With 101 levels, great controls, and lots of puzzles and action, this game is a must have! Why, then, didn't it come out on a 16-bit format is beyond me!

**OVERALL 95%**

## DOOM: THE FIRST

PLAYSTATION FOR SNES AND GENESIS  
● review, 7/91



Great story line, and a great sense of horror make this a fantastic game. Heck, you can even end up in Hell, where demons praise to Muzki! Wow!

**SNES 94%-GEN 93%**

## FINAL FANTASY III

SQUARESOFT FOR SNES  
● review, 7/91



This incredible RPG had with Super Street Fighter II the highest scoring game ever rated by us! If you like the game, you're gonna love this game!

**OVERALL 95%**

## HOWLING: THE ALIEN WARS

Konami for Game Boy, review, 7/92

While this game is a bit of an older platformer, there it just looks like a gem for the rest of the war. The bosses aren't all that challenging, and the black and white game screens don't really help the story. But color graphics provide a lot.

**OVERALL 85%**

## COMPY MILLER

Digital Pictures for Sega CD, review, 8/91

Kill off thousands of aliened Jungs. Robert Monte and his, even Red Coburn in his being, everyone shooter that has absolutely nothing going on it. You'll have more fun taking your knife and you can cut.

**OVERALL 85%**

## ARMED AND DANGEROUS

Konami for SNES, review, 7/91

Disappointing control is just about the only thing this game has going for it. There are a couple levels and the game is relatively easy. Maybe just the thing for your kid sister!

**OVERALL 84%**

## THE DEATH AND RETURN OF SUPERMAN

Sumsoft for SNES, review, 7/91

Super hero's return from the dead! They have great graphics and story. Why did he better? In this repetitive comic-book style video game.

**OVERALL 83%**

## REVOLUTION BROS.

Virgin Interactive for Sega Saturn, review, 7/92

You get fun levels of shooting and bombing in this game. Attracted from the 1993 action movie, this action is both side-scrolling and overhead styles. The game play is decent, with spectacular shots such as bumper jumping, a helicopter.

**OVERALL 79%**

## DEMON'S CRIST

Capcom for SNES, review, 7/91

A great action-adventure game is the trademark of Super Metroid that unfortunately can be best in a few hours without feeling any of the usual spook or action in any platform. Aside from those endings, this has all the makings of a great game!

**OVERALL 84%**

## What You Think

In volume 100, you gave the *Golden Jo Jo* Presents *Golden Jo Jo* a 90%. I think it should get a 90%, because it's got 10-100 and it's a very fun football game, but not good enough to get a 100%.

— Jared Kozinski, Wilkes-Barre, PA

## DOOM: THE FIRST

PlayStation for SNES and Genesis, review, 7/91

Rough-edged but still a great first-person perspective that makes controlling games and setting up plays a chore. It's only makes in visual experiences, but these rough textures are often to be working. Leave this one on the bench.

**OVERALL 84%**

## DOUBLE DRAGON II: THE REVENGE OF SHROUDS

Williams Int. for SNES and Genesis, review, 7/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**SNES 78%-GEN 81%**

## GRANDSLAM UNLIMITED

Sega of America for Sega CD, review, 7/92

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**OVERALL 75%**

## IRONMATE: AROUND

Sega of America for Genesis, review, 7/90

You need to learn how to use your head on your shoulders if you're planning to get ahead in life! But don't blow your top! The score is explained! You see, you have your game to get to the head of the class!

**OVERALL 84%**

## 100%: THE TIME OF TIME

Sega for Genesis, review, 8/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**OVERALL 84%**

## FLUTE ADVENTURE

GameTek for SNES and Game Boy, review, 7/92

Small-screen fun for player action. Updated from the original, and 32 simultaneous levels should have made this the ultimate soccer game, but the computer demonstrates which player you control. This is a fun, detailed experience of soccer you'll enjoy.

**SNES 85%-GB 79%**

## EPSON SIMULATOR NIGHT RIDE

Sega Imaginart for SNES, review, 7/91

An excellent play action system and graphics that often cause players to disappear from the face of the game just the football can't somewhat in the absence of a player. This is a very nice game to play and enjoy.

**OVERALL 84%**

## ONE OF THE REVENGE

Capcom for SNES, review, 7/91

A brief new look at an old, fast-paced, complete with a stunning fighting style and a variety of auto-mapping features. If your warriors had ever fought the way you wouldn't be here now.

**OVERALL 84%**

## FINAL FANTASY III

Takara for Genesis, review, 7/91

What's this? Another "discovered" fighting game? Tell you what if you're totally addicted to fighting games, go get and buy it. You won't be disappointed. If you're not among the public types of crowd, don't worry.

**OVERALL 85%**

## FIVE INTERNATIONAL SOCCER

Electronic Arts for Sega CD, review, 7/91

It's a good soccer game, how to play? No, not really. It's a good soccer game, with plenty of action and detailed animation. Say if you can't find your friends in soccer, do you push the controller buttons with your foot?

**OVERALL 85%**

## FORMULA ONE WORLD CHAMPIONSHIP

Sega of America for Sega CD, review, 7/90

This is just like Formula 1, but for real. If you don't start at the start and end in a lot of time as the tracks, you're not going to win. Even introductory courses (without the so-so game graphics).

**OVERALL 75%**

## WHEELIE ROCK

Intellivision for SNES, review 7/91

The winning game that has the most fun the most fun. You'll see an action game that has the most fun the most fun. You'll see an action game that has the most fun the most fun.

**OVERALL 85%**

## HARDWALL '94

Academich for Genesis, review, 7/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**OVERALL 85%**

## HIT OF THE ALIEN: OUT OF TIME WORLD 2

Intellivision for Sega CD, review, 7/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**OVERALL 79%**

## INMENA: THE GREATEST ADVENTURE

Intellivision for SNES, review, 7/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**OVERALL 84%**

## LEGIONARY SPORTS EDITION

GameTek for Genesis, SNES, and Game Boy, review, 7/91

This is a nice little brother that's better than the first! It's a who knew it's been "discovered" by the blood in Metal Knight II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but it's a better one than the first.

**SNES 79%-GEN 85%-GB 84%**





### NASCAR: THE DECLINE FOR SNEES, GENESIS AND GAME GEAR

● SNES review, 762  
● Strategy, 811 and 762



This sport is said to be more action than most action games. It does everything right — and it does it with the blazing speed of NASCAR playoff game.

**FAST 91% GEN 87% GG 85%**

### NASCAR: ELECTRONIC ARTS FOR SNEES

● Sports, 761



This year's version of the looking favorite has a better overhead perspective and more checkered-out cars that really let you feel the action.

**OVERALL 95%**

### SHINING FORCE 2

SEGA OF AMERICA FOR GENESIS  
● Review, 745



There are more pain, head wounds and sudden deaths to discover than before. Battle scenes still seem a bit repetitive, but, on the whole, this is a gem.

**OVERALL 95%**

### SEGA OF AMERICA FOR SNEES AND GENESIS

● Review, 767



Four new fighters, each with their own stage, push the number of combats to 16! Action is the same, but the extra push this one gives is priceless!

**FAST 90% GEN 88%**

### HARVEST BENCH RACE 3-RACE

Electronic Arts for Genesis, review, 740

This is your average race-strategy game — first, through line in search of topick launch before. Aside from the West Coast racing humor sprinkled throughout, there's nothing to set this apart from the pack.

**OVERALL 85%**

### OUTRUNNERS

Data East for Genesis, review, 740

Out-dated pool. Ascent Gear. To say anything more about this primitive auto-racing cart would just be a waste of our time and yours.

**OVERALL 81%**

### POC MAN 2

Harcos for SNES, review, 740

This game is too cute and you're given into the way Mr. Poc Man has got Poc Man racing foot's inside in this very return of an old classic. The controls suck and there aren't many bits and whistles. Rent it or leave it, the choice is yours!

**OVERALL 81%**

### PUSSY

Game Gear for Sega CD, review, 811

This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This takes like it was designed by people in charge for people in charge.

**OVERALL 75%**

### PGA GOLF TOUR II

Time Warner for Game Gear, sports, 811

While the Sega version during the game looks hard to read and the screen refresh time may be a bit much, this game will satisfy those who just want to shoot 10 holes on your computer or lunch hour.

**OVERALL 75%**

### PGA GOLF TOUR III

Electronic Arts for Genesis, sports, 811

I'm off with Harry Barker. The PGA is very one of eight other pros on right of the national courses in America. This game features simple controls, great graphics and balls and vehicles. Call the club and enjoy your game. This is what you need!

**OVERALL 74%**

### PIZZA: THE MARIO ADVENTURES

Activision for SNES and Genesis, review, 742

Just about anyone who played Mario Bros. back in the day, dark past remembers the original Pizz! game. Well, that game is back, as a second level in this remake that does it really and much more (better graphics and background).

**GEN 75% GEN 74%**

### POWER PAUL'S BLACKBOX

Sega of America for Game Gear, review, 740

While graphics, poor sound, and lack of emotion mixed there's no got to reach enough causing a whole bunch of cash. Then

**OVERALL 74%**

### POWER PAUL'S PARTY FANTASY

Sega of America for Game Gear, review, 740

Choose from Mario Power or Five-Card Stud to try to win some serious money. Graphics are deplorable and only card attacks will want to play.

**OVERALL 74%**

### What YOU think

You were way off with Virtual Boy. Maybe your reviewer was a little too old for this game. I think younger kids like this game more than adults. It does not look a bit. Except for the play stage, the game was fun.

— David Wells, Athens, GA

### W.E.B. '98

Time Warner for Game Gear, sports, 742

There may be a baseball strike. But now you can experience in new images whenever you feel like it. There are a few control problems (no player picking off their own teammate's throw to home plate, but this is a good thing) and the game.

**OVERALL 73%**

### WHEEL AFFAIR

Arc for Sega CD, review, 740

A big detailed cycle of computer-rendered 3-D graphics, digital footage from the Star Wars film, and computer-rendered laser-actors make this a must-have for fans of the Lucas Trilogy. A poor control interface makes this a graphics showcase.

**OVERALL 72%**

### WIZ WARS

Time Warner Interactive for Genesis, review, 742

Those party comrades are all at again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an awkward game view and poor game graphics. It is a challenge to get this game.

**OVERALL 69%**

### DEFENDERS OF WENDERS

Absolute for Sega CD, review, 740

This out of the box this play makes, each turning up a break-up with a different boss. Disasters are impressive, making from a good time into a fully-armed weapons master. But ship away the boat, and it's all just a lighting game.

**OVERALL 69%**

### BOAT TALK

Time Warner, review, 742

In 1998 with an interesting twist — you will control weapons and robots to do battle with the evil "Raiders" who have taken over your planet. Since the world and learn some construction principles in this really game.

**OVERALL 69%**

### ROCKY'S MODERN LIFE

Viacom for SNES, review, 740

Little TV really does something right for a change! While the majority of the game is spent trying to keep Rocky a pet from self-destructing, this cart is certainly no dog! We only down rate it that the game might be too tough for younger players.

**OVERALL 69%**

### R-TYPE III: THE THIRD LIGHTNING

Jaleco for SNES, review, 740

Unlabeled entertainment. You might say that, but this is one of the most excellent shooters to come down the pipe in a long time! The levels are fantastic and most of the bosses are huge and very cool. Forget your brain and get this thing broken!

**OVERALL 67%**

### SEMPER PARADOX

Teknos for SNES, review, 742

The two-character makes it to the SNES in pretty much one piece, with all of its little-welding action. Super graphics control and music combine to make this an excellent example of one-on-one fighting game.

**OVERALL 67%**

### SEMPER NIGHT STAY MYSTERY

Capcom for SNES, review, 740

While this has been labeled as a regularly rambles game, the fighting is closer to Street Fighter with odd, unrealistic attacks — many of which share the same button combinations as ST moves.

**OVERALL 67%**

### SEMPER GOLF

VC: Teknos for Game Gear, sports, 740

A lot and fun but for kids who want to get a quick 15 during their lunch break. A simple overhead perspective and some strategy must make it help the hit or miss strike adjustment controls, however.

**OVERALL 66%**

### SHOGU FU

Electronic Arts for SNES, review, 741

With characters smaller than sand and moves that can be a pain to pull off, this isn't really all that great. The designers wanted an superb animation, and they got it, but that it as they got anime music and the game. The only one I've seen.

**OVERALL 66%**

### SHINING FORCE

Sega of America for Game Gear, review, 7410

This is a whole new game in the series and, to top it all off, you can use your hands anywhere you want! The Sound of things has been taken. Get you get it back? Get the game. It's got what it takes!

**OVERALL 66%**

### SIDE POKER

Sega First for Game Gear, review, 740

While this is the only console version of pool found in this series, which is rounded out with a simple game called Pocket and some back shots. Lack of action keep this one from being the complete.

**OVERALL 63%**

**SUPER METROID**
**HINTS OF AMERICA FOR SNES**  
 ● review, 7/91  
 ● strategy, 7/91


One of the best action-adventure ever. Really! She moves more and has hidden extras combined with smooth game play and state-of-the-art graphics.

**OVERALL 97%**
**SONIC CD**
**SIGN OF AMERICA FOR Sega CD**  
 ● strategy, 5/11 and 7/91


The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason: the 1993 CD Game of the Year.

**OVERALL 97%**
**THE LION KING**
**UIGIN FOR SNES AND GENESIS**  
 ● review, 7/91


Travel through Simba's life, facing challenges and puzzles in a game as beautifully animated. You'll swear it's a movie! You need to go get this game!

**SNES 96%-GEN 96%**
**WIPESNIP**
**Basket proof for SNES**  
 ● review, 7/91


This puzzle has you living up during which they consume the snakes on which they land. Every time a snake is eaten, the player wrings into the space.

**OVERALL 95%**
**SHORTCUT**

Available for Sega CD, review, 5/91  
 A very funny, adult puzzle adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

**OVERALL 94%**
**THE LION KING**

Available for Game Boy, sports, 7/91  
 Imagine that you're a golfer out on the links and it's time for a real difficult 30 foot putt. Just before you swing the putter, you see a thick black birdland over your eyes, from your putt. Well the game is kinda like that! Leave it in the clubhouse.

**OVERALL 97%**
**WIPESNIP: DUNGEON MASTER II**

JVC for Sega CD, review, 7/90  
 A rugged RPG with lots of puzzles and many, many monsters to kill. The control is the thing, though. The controls they give you in this game make you pretty much ineffective. The graphics aren't that bad, either. This one is a real bummer.

**OVERALL 94%**
**What YOU think**

I think that in the World's Greatest Golfing, you should have played Sega's Junior Putting then you gave it. The game was not as fun as the other games. The music in the game was not very funny. The only thing that was good in the game is the music.

— Aaron Minor, Fairfax, VT

**SONIC & KNUCKLES**

Sega of America for Genesis, review, 7/91  
 This classic era played with a new twist: a new character. Play the game as Sonic or Knuckles and then play Sonic 2 or 3 in Knuckles' Shindig! back grounds and smooth controls make it a real treat!

**OVERALL 95%**
**SOE**

Wii Taken for SNES, review, 7/90  
 In this interactive adventure game, you're practically a cast member in the Pawsome Adventure! Put action and pure joy! The challenge here is to find your way out of the shop as well as rescue other animals.

**OVERALL 95%**
**STARFLEET**

Sega of America for Sega CD, review, 7/91  
 You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is as poor that a lot of their ships are just one frame. Strike two. Finally, the war for the universe only happens inside. Strike three.

**OVERALL 95%**
**SPACE AGE**

Available for SNES, review, 7/91  
 Adventure graphics abound, but the levels in this action game are short, and there's not much to do to get through them.

**OVERALL 95%**
**STAR FLEET ACADEMY**

Intertop for Sega CD, review, 7/91  
 You become a cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**
**SPARXSTER**

Available for SNES and Genesis, review, 7/91, 7/91  
 The little Sonic-like guy is back for his second adventure, complete with a new mascot suit on "Lil' Lulu." If you're a big fan of the Asterix & Obelix comic books, this game is a real treat!

**OVERALL 95% GEN 96%**
**STAR FLEET ACADEMY**

Sega of America for Genesis, review, 7/91  
 No controversy—no doubt of the little Star Fleet universe, you're a cadet cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**
**STAR FLEET ACADEMY**

Available for SNES, review, 7/91  
 A comic book fan's play, you can play! While the backgrounds tend to be a bit far, the action is fast and furious, and the sound track by Green Jelly (Lil' Lulu) is a real treat!

**OVERALL 95%**
**STREET OF RAGE 2: THE 1ST**

Sega of America for Genesis, review, 7/91  
 If you're a fan of the first game, you'll be glad to see that this is the one to try. You can't go wrong if you're already a fan. If you're a fan, it's that you're a fan of this one is offer as positive ratings.

**OVERALL 96%**
**STAR FLEET ACADEMY**

Available for Sega CD, review, 7/91  
 This is a real treat for the little Star Fleet universe, you're a cadet cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**
**STAR FLEET ACADEMY**

Sega of America for Sega CD, review, 7/91  
 A comic book fan's play, you can play! While the backgrounds tend to be a bit far, the action is fast and furious, and the sound track by Green Jelly (Lil' Lulu) is a real treat!

**OVERALL 96%**
**STAR FLEET ACADEMY**

Available for SNES, review, 7/91  
 Take your choice of any one of eight robots and go for it. Whether you're racing, playing mini soccer, or just engaging in a little alternative street fight, this is one cart that works better when played in the multi-player mode.

**OVERALL 95%**
**SUPER ADVENTURE ISLAND II**

Hudson Soft for SNES, review, 7/91  
 As in the previous games, you can now visit with right background little creatures. But this time around Muthu Hyuga takes part in a non-linear RPG involving catching island predators for his missing wife.

**OVERALL 95%**
**SUPER ADVENTURE II**

Nintendo of America for SNES, review, 7/91  
 If you like big explosions, lots of items, and the idea of being able to blow up your friends, this is the game for you! The simplicity of play coupled with eye-popping graphics makes this a real treat! Get this one, just from a Mail!

**OVERALL 95%**
**• SUPER PRINCE OUTRI**

Available for SNES, review, 5/91  
 This sequel to the increasingly popular Prince of Persia series features characters, but it's the large, colorful characters and easy to beat that make this game a winner. Go grab this game and head for the next!

**OVERALL 95%**
**SUPER ADVENTURE OF THE MAN**

JVC for SNES, review, 7/91  
 This is a real treat for the little Star Fleet universe, you're a cadet cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**
**SUPER STREET FIGHTER II**

Capcom for SNES and Genesis, review, 7/91  
 Your new fighters — Cammy, Gill, Ling, and Jin, and Thunder Hawk, each with their own stage, push the number of characters to 16. And the game is the same, but the action is just as fun as before.

**OVERALL 95% GEN 96%**
**• SPANGLER**

Intertop for Sega CD, review, 7/91  
 Compared to the first game, this one is a real treat for the little Star Fleet universe, you're a cadet cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**
**AND IN ESCAPE FROM MARS**

Sega of America for Genesis, review, 7/91  
 This is a real treat for the little Star Fleet universe, you're a cadet cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The professors aren't all that and the class members don't really affect the game's outcome at all.

**OVERALL 95%**





**KASHI** Barring most opponents there's always one guy you'll fight for the title. In this case, it's the *Yakuza* series' **YAMAGUCHI** who's the



**GEX** #4-523x  
mouth that gets him into trouble  
but it's his fun that gets him  
and GEX gets stuck in the Middle  
Demerage, which I'll show you  
go to the GEX  
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the first his his  
body gets to grow  
back. **100** **100**

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## MOVIES, GAMES, VIDEOS

I think they shouldn't even try to make a movie out of *Street Fighter*. You remember *Super Mario*—the movie? It flopped and I think *Street Fighter*—the Movie will go the same way—they should leave video games alone.

Jonathan Cape  
Circle Pines, MN



**WARNING** At the time of writing, we still haven't seen the completed movie. We'll bring you our opinion as soon as we get to see it on the big screen. Good or bad, you can bet all of us will be lining up to see it.

## RATING WARS

I think the rating system for Sega and SNES games is unfair. It puts violence on a scale something disgusting they would go rent on R rated movie. Some games containing graphic violence aren't even rated which makes it easy for a kid to rent or buy. But some games like *Brutal Paws of Furyand*, *Mortal Kombat* look like fun games to play but you're not even allowed to buy them. If anyone thinks we'll try to freeze people and rip their heads off, they're totally wrong. It is just fun. The blood is only a minor part of the game but it gives the game the flavor.

Alex Underwood,  
Elkhart, IL

**WARNING** It may be that some people feel that the interactive part of the games might lead to desensitize the young people playing towards the violence in the real world. Movies may do the same thing, but in a passive way. You watch, but you don't rip heads off.

Back again with more juicy letters than ever before. You guys are really pulling out all the stops to turn this section into the most controversial letters pages in the universe!



that's all changing and the possibilities for new and exhilarating types of games are enormous. Who knows what we'll be playing come this time next year? And what do I do? I go and leave the magazine just as things get really hot. This month the main topic is all the new hardware. We've been hearing all about Sega, Nintendo and Sony's plans for almost a year now: Ultra 64, Saturn, PlayStation—it's great stuff and even though I'm not gonna be working on *GamePro* any longer, you can bet I'll be following what's going on—who

## HAIL... AND FAREWELL

wouldn't? You guys are luckier than ever right now, so sit back and enjoy the next generation of hardware. The future is here. Take care and enjoy!

And don't forget to drop Cap's Chris Slate a line. He's always ready to address the questions and opinions of today's gamers. He can be reached at the same address as before: **Reader's Network, 1250 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010.**

Thanks again for all your letters we've received during my stand as Editor of what I think of as the world's best video game magazine. I will miss each and every one of you very much! See Ya!

*Mark*

## THE BURNING QUESTION

We asked you  
"With next generation systems like Ultra 64, Saturn,

and PS-X not even a year away, where does that leave 32X? Do you plan to buy it or will you wait for the more powerful systems?"

Sega is really annoying me. First of all, there have been two Genesis and two Sega CDs. Now there is the 32X and the Saturn's coming. Too PMS, the Jupiter is out-only Saturn is coming also. Now there are rumors of the Super Genesis, a Genesis with the 32X hardware built in. Do I buy the 32X now, or do I wait for the Super Genesis or skip those and wait for the Saturn? If I wait for the Saturn, do I save some bucks and buy Jupiter, only to later ask myself if I really want the Jupiter CD? Do I stick with the Game Gear or buy Vaux? Do I buy the Sega CD and if I do will Sega continue to support it with all these other systems they're releasing? Sega is really going all out to confuse the hell-out of us!

Joe Moore  
San Diego, CA

**WARNING** At this time, the Jupiter appears to have been dropped. The Saturn's coverage part isn't going to be used to play games, only to allow you to save games and provide other extensions. As for the other hardware, that could still be a long way off and may actually not happen at all. The Genesis is a 16-bit level field machine that's still in development. All the talk of new hardware can be somewhat confusing, but it's removing a lot of interest in new systems.



Steve Wicks  
Midport, CT

**WARNING** Admittedly Sega is the only company to get a 32-bit machine into the shelves in time for the Christmas shopping season. But don't forget about machines like 3DO and the Jaguar, either.

I was looking forward to the release of the 32X, but I have recently decided to wait for the Ultra 64. I received the 32X unit at my favorite software store and when I got into a conversation with one of the store employees, some serious information came to my attention. This employee said that her boss had seen a demonstration of the unit and that the graphics were good, but the color was poor. The employee said that they were expecting a lot of 32X's but with also expecting to get many of them returned.

Brendan Foley  
Shrewsbury, MA

**WARNING** I doubt very much that many will get enticed to retailers, since it appears that the 32X game library is growing with new and exciting titles nearly every day. I also find it hard to understand why a retailer would risk you out of buying a 32X.



**They weren't sure if Bill Donohue had been looking at reader art again or merely having another flashback, because all he could say was 'Wow, man! Look at all the colors! Far Out!'**



Hell, again! We've got some killer stuff to check out this month and we'll get right to that. Here's a few pointers that I think will make this page the best in the mag. First, this only goes: print color, pencil, black-and-white, and do not cut it. Second, try to make your pictures tell a story, hopefully funny one... Don't just draw your favorite

game character standing still, it's kinda boring. Finally, if you feel that you've gotten a cool caption for your picture, please don't draw it on the picture, include it on the back of your work. I like writing the captions, but maybe yours is better. Now, let's check out some reader art, OK?

**WINNER**

The best board has the winners just seconds before the collision.

Brian Morris, Houston, TX

## PUSHING THE ENVELOPE



Freddie Edwards, Tucson, AZ

"My class offers both high impact and low impact services!"



Douglas Buchanan, St. Louis, MO

"The new principal believed in very strict discipline periods."



Lee Thompson, Garden City Park, NY

"And in business news, Nintendo caught Sega off guard!"



Alfred Chavira, Corvallis, NY

"Not that the dressed stinky underwear today!"



Tyler Robinson, Ontario, Canada

"He and I was sure if the sun was setting... or if the moon had come for lunch. Either way, she was smiling."



The bear had won the raffle and got to sit the little jungle boy."

Devin Durr, Graham, TX



Bonnie Thompson, Levin Park, IL

"Quick, pass the falafel! Hurry up, it's... Ananacough!"

Julie Kim, San Diego, CA

"It's my turn to chop the veggie! You want on the table!"



Jeff Rivers, Wilkes-Barre, PA

## HEAR YE, HEAR YE

Read Harris is killer artist of the month! Next month could be your shot at the Big Time! Send your art to:

**Pushing The Envelope;  
1380 Old Bayshore Highway;  
Suite 210;  
Burlingame, CA 94010**

The fan best will be put in the Louvre. Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.





OK class, the answer is:

**Dr. Mario® and Tetris® are together  
on one brain-frying cartridge.**



That is correct. All that pill-dropping, block-busting **insanity** is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that). Is that **Coolsville** or what?

So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you





could play both in **Mixed Match**. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since



TWO ALL-TIME PUZZLE GREATS... ONE CARTOONING MAJOR BOARD BASTE

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).

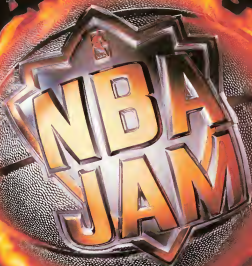
Only for

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





## NOW YOU'RE ON FIRE!



**T.E.**  
TOURNAMENT EDITION

**FEBRUARY 23<sup>RD</sup>**

**SUPER MARIO**

## GENESIS

GAME GEAR



## MIDWAY

[illegible]

